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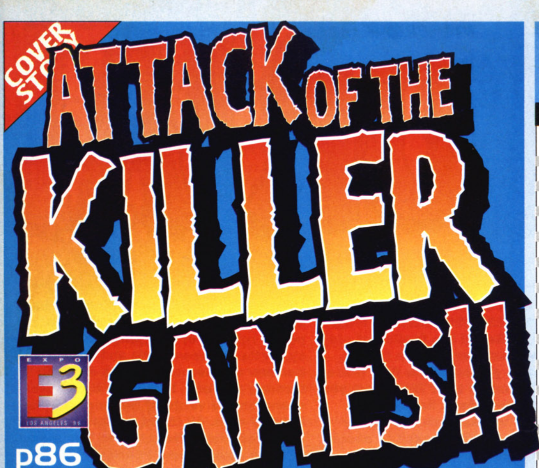
Lift Off!
NINTENDO64
This month, the Nintendo 64 is launched! We detail first-hand experience of the games, how to buy the machine, and even give you the chance to win one!
computer and video games

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COMPUTER AND VIDEO GAMES #176 July 1996

Welcome to CVG!



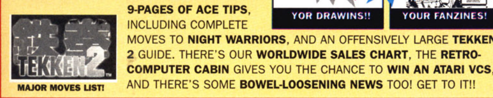


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9-PAGES OF ACE TIPS, INCLUDING COMPLETE MOVES TO **NIGHT WARRIORS**, AND AN OFFENSIVELY LARGE **TEKKEN 2** GUIDE. THERE'S OUR **WORLDWIDE SALES CHART**, THE **RETRO-COMPUTER CABIN** GIVES YOU THE CHANCE TO **WIN AN ATARI VCS**, AND THERE'S SOME **BOWEL-LOOSENING NEWS** TOO! GET TO IT!!

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82 VIRTUA FIGHTER KIDS

AM2 HAVE GONE COMPLETELY BONKERS AND GIVEN THE VIRTUA FIGHTERS WATER-RETENTIVE HEADS. WHAT'S MORE, WE JUST LOVE IT!



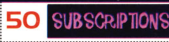


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YEP, WIN THE HOTTEST MACHINE OF THE DECADE! PLUS, THE COMPLETE IMPORT BUYER'S GUIDE!!



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EASY REFERENCE TO EVERY GAME IN CVG.

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FLIED AND GONE TO VIDEO GAME HEAVEN

How to even consider writing after attending E3 1996? That's a tough question. Recall the feeling of playing that one great game which turned you on to video games in the first place. Now multiply that by 100. That gives you some idea of how I feel. Somebody wrote in a few weeks back and kindly advised me not to get so excited about stuff all the time. To that I say any gamesplayer in my extremely fortunate position this past three days could not possibly supress that emotion. I am simpy overawed. This past year there has been an air of awkwardness about the video games market. Nintendo have bemused their loyal fans with the postponed release of N64, and the supremacy battle between Sega and Sony has become a rollercoaster of a decision forming process. E3 placed the entire scene on the verge of its most exhilarating ride ever. All three market leaders delivered blow after blow to the heads of all in attendence. Punch drunk, I present you with an issue of CVG which I hope conveys the importance and positivity of what I personally recognise as the video game event of the decade.

PAUL DAVIES

drawinz COULDA wot you dun BETTERER SPECIAL!

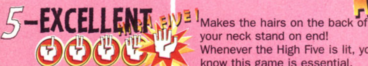


In last month's editorial, we moaned about the mixed quality of PAL conversions. Well, this month we bring up another of our pet gripes about UK games. This problem, however, gets under our skin before we've even picked the game off the shelf. In fact, this problem may well stop us picking the game off the shelf! Namely – dreadful game packaging. Your sickbags can be found under the seat in front, passengers.

STREET FIGHTER ALPHA

One of our favourite ever games. So cool, your lips would stick to it if you kissed it. Remember all those wicked features we did? Packed with hyper-dramatic manga renditions of the characters, all beautifully illustrated by the Capcom Art Department? Yeh, well forget 'em. Instead, prepare yourself for *Street Fighter: The Look-In Summer Special Edition*. All your favouritre World Warriors, redrawn by a cross-eyed orangutan, using a mashed crayon clenched between its butt-cheeks (probably). We could point your attention to Ken's haemorrhoid-induced expression, Ryu's out-of-proportion body or even comedy M Bison watching from the heavens. But our favourite has to be Charlie. Go on, spare ten pence for a cup of tea, guv.

CVG REVIEW SYSTEM



HIGH FIVE!



5–EXCELLENT	Makes the hairs on the back of your neck stand on end! Whenever the High Five is lit, you know this game is essential.
4–VERY GOOD	Outstanding quality. Only minor limitations prevent this game from being an all-round 'must have'. Among the best money can buy for your machine.
3–GOOD	These games may not be innovative, or fall into everybody's notion of ideal. They are either well produced examples of common concepts, or slightly flawed workings of originality. But they are definitely worth looking at.
2–PRETTY BAD	There's something fundamentally wrong with the mechanics, or the presentation lets the game down (ie it's in a foreign language). Could still keep some people happy, but we can't wholeheartedly recommend it.
1–VERY POOR	An all-round loser: We're depressed by it. The company responsible are embarrassed by it. And you could really get by a lot better without it.



● What you can't see from the main illustration, are the superb caricatures of Chun-Li and Rose. Here they are, equally mutatilated. You have to see the funny side we suppose. Sob.

ON A HAPPIER NOTE...

Not wishing to seem like complete whingers, we'd like to point out that the stirling efforts of Sony and Sega have been noted. Their consistant use of the original game artwork (normally from Japan) has made their games all the more impressive on the shelves. Mind you, Sega, do something about those Saturn game cases – they're awful!

PAUL DAVIES



Shhh! He's back everyone. Everybody, get back to your desks before he suspects a thing! Take that picture off his chair! Wipe that message off his screen...oh, err... Ed stop panicking – he'll never know if you don't say anything. Tom, mate, look like you're doing something – strewth man, not playing guitar!!! Now where are all his toys...? Car boot sale...? What!!! Noooooo!

Favourite Games: Everything on N64, Resident Evil, Virtua Fighter 2, Fighting Vipers, Vampire Hunter, Baku Baku

TOM GUISE

Give him credit – Tom took the helm this month while Paul was away playing games in America. As it turned out, Tom didn't miss seeing or even playing most of the stuff that he really gave a damn about. *VF Kids* was on loan from Sega Amusements, and *Fighting Vipers* is fairly local too. So did Tom miss his favourite Editor while he was away? Did he bananas. Just look at this favourite games list!

Favourite Games: Dirt Dash, Virtual On, Fighting Vipers, VF2, Virtua Cop, Return Fire, Track and Field, Jumping Flash 2

ED LOMAS

Just what has Ed been up to this month, eh? I bet you're just dying to find out. Well he's been pretty wild about *Quake*. For each new impliment of torture Ed has seen being wielded, he has invented a new song. One of them goes like this: "A guy hol-ding and aaaa-axe! A guy holdinganaxe! Aguyholding an a-aa-aa-axe!" And the chorus goes: "Quake's the best!" That's what too much Syd Barret does for you. We'll spare you the rest. No we won't. "Du-u-u-uke Nu-u-u-ukem... Threeeeee-deeee! Du-u-u-uke Nu-u-u-ukem... Threedee!

Favourite Games: VF2, Fighting Vipers, Duke Nukem 3D, Quake, Jurassic Park Mega-CD, Track and Field, Jumping Flash 2, NiGHTS

TOM COX

We know something about Tom Cox that you don't. And if you can guess what it is in time for next month's issue, we'll personally arrange for an extra special prize to be sent to your house. Like, we could post you a book of Cockney Rhyming Slang. A copy of Slow Boat to Barnet's latest CD. Tom's sacred ET rubber doll, or the smelly starfish he keeps on his shelf. It's your choice.

Favourite Games: Wipeout, Jumping Flash 2, Track and Field

JAIME SMITH



Miserable sod, that Jaime. But only for a couple of weeks. Then Paul came back from America with tales of Nintendo 64, and suddenly the coffee didn't taste so bad, and the office was a fun place to be. But what we're going to do, right, is pretend to get him an N64 from Japan – with all the games and everything – then tell him they're all sold out. That'll learn him for being so bloody chirpy!

Favourite Games: Street Fighter Alpha 2, Track and Field (PS and Arcade)

PHIL DAWSON



Somehow the bottom just seemed to fall out of Phil's world this month. It started when he dropped 50p on the way to work (what a tragedy that was), and continued to deteriorate until that monumental day when he "broke the internet". A lot of people around the world must have been seriously annoyed at that point. But not us. No, we love Phil. But not enough to let him rent our homes for a dirty weekend.

Favourite Games: Street Fighter Alpha 2, Secret of Evermore (wak-wak!)





NEWS

[E3 HIGHLIGHTS]

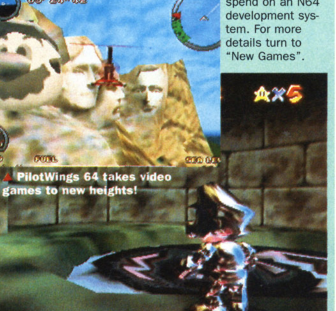


Never before in my life have I wanted to be in so many places at one time than E3. The greatest games from the biggest names had me staggering around, eyes swirling, arms outstretched, and fingers clutching for anything attached to a monitor screen. Any disappointments were immediately scorched into oblivion by the sheer brilliance of quality product on show. Yet the main events took place behind the scenes, as the world's premier manufacturers of video game technology schemed to undermine their competitors chances of success.

Before laying down the 'bare naked' facts, here's what I perceive to have been the undeniable highlights of the event:

[1. NINTENDO 64]

You will be astounded the first opportunity you get to play either *Wave Race 64*, *Super Mario 64*, or *Pilot Wings 64*. Nintendo's new system is clearly distinguishable from Saturn or PlayStation in terms of quality – starting from immediate presentation, through to extraordinary gameplay. No matter how experienced, all players approach N64 like a complete innocent – unprepared for the powerful magic those three titles exude. I was, and I thought I had a pretty good idea of what was coming having played *SM64* last November at Shoshinkai. How Nintendo's R&D engineered such perfection is beyond contemplation by just anyone with $300 000 to spend on an N64 development system. For more details turn to "New Games".



▲ PilotWings 64 takes video games to new heights!



▲ New character Aoi floors Jacky in VF3.

[2. VIRTUA FIGHTER 3]

The shape of things to come. Yes, in spite of the towering and noisy Sony presentation across the way, the fruits thus far of Sega's Model 3 and the AM2 team maintained the biggest crowd for any one game. Whereas all other exhibitor's products were observed while standing, many people were so beguiled that they sat respectfully on the floor for the duration of the selected routines – and in many cases for repeated showings. Just as CVG reported from the ACME show a couple of months back, and detailed further last issue, I am amazed to confirm that Dural at least equals the T1000 of Terminator 2 fame in quality. And remember, this is a character who will be able to perform amazing routines in real time in direct response to a player's input! The silk on Aoi's traditional Japanese dress ripples, folds, and responds to her movements in the way real silk is perceived to behave. What's more, this new character already exudes the same powerful charisma that typifies all the *VF* stars. The facial expressions are swift to change, and look quite bizarre as a result (Pai Chan's toothy grin for example) but these nuances serve to substantiate the personalities even more. I'd like to clarify that the appearance of all the fighters in the demonstration is still quite hard edged and obviously constructed of multiple parts. Especially in the Jeffry routine in which the man's muscles are flexed, where his chest expands and the separation between his body and limbs is obvious. Plus his chest is clearly built to sit on top of his abdomen, as opposed to giving the impression that this giant's body is wrapped in a seemless layer of skin. The illusion, however, is better than anything ever created for an interactive situation. I almost cried tears of joy when I saw it.

[E3: £199 FOR PLAYSTATION AND SATURN]

More significantly, the fact prices have dropped to £199 in the UK as part of the same shock strategies. Now entry level to 32-bit excitement is comparable to the 16-bit Nintendo and Sega systems when the console revolution happened in 1992. Sony's Executive Vice President Jim Whims made his announcement on the first day of the show, qualifying the move by stating "At Sony, our philosophy regarding price changes is really very simple: Go big or go home".

At 6:00 am the very next day, after a night of discussion between Sega in Japan, Sega of America responded with their price reduction. SOA's Manager of Marketing Public Relations, Angela Edwards, explained that "The bottom line is we don't want the price point to determine the game player's choice of a system." A spokesman for Tom Kalinske told how "pricing action has always been a part of our overall strategic plan."

Now, the cynical among the E3 crowd attributed the price drop to a sense of urgency brought about by the certainty of N64 in September. Not least NOA's Corporate Communication Manager Perrin Kaplan, who raised the question "Why would anyone buy those if they're the same price as our 64-bit system?" While this may not be far from the truth, it's still a distorted view to adopt. Sooner or later the two 32-bit systems had to come down in price to attract the younger users. Sega's comments indicate that both they and Sony may well have entered the sub $200 arena without the threat of Nintendo. PlayStation has major financial security thanks to Sony's huge presence in just about every area of consumer electronics, so you could almost have predicted Mr Whim's announcement. Conversely Sega have gained confidence from the situation in Japan, where they are "kicking Sony's butt" according to Tom Kalinske. Lowering the price of their hardware AGAIN would surely make it easier to attract thousands more players hungry for AM conversions and the like. Jim Whims summed it up nicely, "We believe that $199 is the magic proce point of a true mass-market item...today's announcement is the natural progression in our effort to grow the industry as a whole."

[NET SURFIN' USA]

Both Sega and Nintendo showed willing toward the internet – obviously Sega are taking the matter much more

[SONY.COM]

Those of you browse the net on a regular basis are sure to have dipped into Sony's home page. Well, it's just been redesigned, or rather boosted to serve increasing demand (over 600, 000 hits a week). The new style allows for more intense video clips to be downloaded, plus behind the scenes news which is updated on a regular basis. Sony are also giving away "incredible" prizes – the least they can do is give away a machine.

[SEGA SATURN NET LINK™]

Since the $199 price change for Saturn, America can now get online for less than $400 (approx £270). For $199, potential Saturn owners receive a 28.8 bps speed modem, and a custom designed Internet Browser. In support of the company's bold step, president and CEO of Sega of America "The Sega Saturn Net Link brings the burgeoning cyber-world into the family room, where Internet-based interactive content will add an entirely new dimension to mainstream entertainment." In preparation for what Sega expect will be a huge success, the company is assigning hefty budgets to developing multiplayer, networked and live Internet-based interactive entertainment. One of the first games planned for network play is Baku Baku, along with four others as yet unnamed (one could be VF2!). Independent publishers to include Accolade, Interplay, GT Interactive, Virgin Interactive Entertainment and Westwood, are also scheduled to produce "at least" 10 network compatible games in time for Christmas '96

▲ Baku Baku is the first game planned for network play.

How it works

The Modem plugs directly into the Saturn cartridge slot, and is connected directly to the phone line. Incidentally a 28.8 bps modem is as fast as you'll need for most sites. The browser is loaded off the CD, and is HTML 2.0 compatible developed specifically for NTSC TV display standard. Sega claim that it is similar to Netscpe version 1.1. Users don't need a keyboard, as there's a 'virtual keyboard' as part of the software – though it's like typing with one finger in slow motion, if you can stand it! People are going to want a keyboard, let's face it. Beneficial to all is a space magnifying function, which highlights some of the smaller text on screen.



Future benefits

Well, none to you at present as Sega Europe haven't revealed any plans to bring Net Link™ over here. In the States, however, Sega have an agreement with Excite Inc to develop custom search and directory services. There's also a contract going with Concentric Network Corporation for a preferred Internet access provider. Eventually it is hoped that new users will be offered one month's free service, with standard monthly charges as little as $19.95 for the basic service.



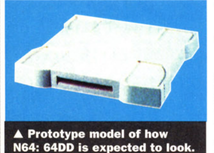
Summary

Overall this is a better than okay idea. As a useful extension of a gamer's hobby it's almost indespensible for all the user groups on the net. However a similar set-up in the UK would prove extremely costly in phone calls. Unless Sega can arrange something with British Telecom – ie free local calls to the access provider – the prospects are less beneficial on balance.



[HARDWAR!]

CUSTOMISATION OF THE WORLD'S MOST POWERFUL NEW GAMES SYSTEMS



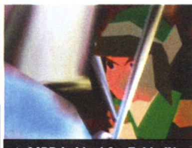
▲ Prototype model of how N64: 64DD is expected to look.

TREASURE CHEST– THE NINTENDO 64: 64DD

Still anticipated is the high-speed, mass-storage N64 peripheral: the 64DD. The unit, together with the initial line up of games, will be revealed at the Shoshinkai show in November. For now, here's the official lowdown:

The Games
We've just received word on Nintendo's Japanese release schedule for the coming year, and into '97. Strangely *Dragon Quest* isn't mentioned, however *Mother 3* (*Earthbound 2*), *Zelda*, and *Super Mario RPG 2* are there. Still no news from Square on their intentions.

The Unit
*Drive attaches to the bottom of the N64 console.
*3-3/4" magnetic disks are front-loaded into the unit.
*The high-density magnetic disks hold 64MB of data.
*150 ms (milliseconds) Average Seek Time (AST) – the amount of time it takes to find specific data.
*1 MB/s Data Transfer Rate (DTR), from disk to internal memory.
*Includes a 1 or 2MB expansion RAM pack, which players install into the unique memory expansion slot of the N64 to further enhance the memory capacity of both the magnetic disks and the cartridges.
*Players can customize then save characters and games, as the disks are both read and writable.



▲ 64DD is ideal for Zelda IV.

[MAKE YOUR OWN PLAYSTATION GAMES]

If you're a competent programmer in C, have roughly £800 to spare, and already own a PC, you can write your own PlayStation games. This cool black PS – called "Let's Create" – connects to a PC via a cable, and comes complete with a CD containing the most recent 3D development libraries. We doubt these are going to be available across the counter at Dixons, so you're probably going to have to contact Sony CE direct – in Japan. Let us know when you've got something good!



▲ The domestic PS development kit!

[THE SILICON GRAPHICS TOUCH]

While Nintendo of America are keen to promote N64 as The Fun Machine, Co-developers Silicon Graphics prefer a more corporate approach. On May 15 NOA had a revolutionary new games system to promote – Silicon Graphics, on the other hand, revealed "Reality Immersion Technology" as part of the debut of Nintendo 64 home video game system. Wow! Same thing – different perspective. I think it's entirely appropriate that Tom Jermoluk, president and chief operating officer of Silicon Graphics, is paid due respect for the triumph of Project Reality:
"Silicon Graphics and Nintendo have reinvented video entertainment by bringing the first truly immersive, interactive experience to home video game systems," he said, "Nintendo 64 puts Silicon Graphics' powerful digiital media and MIPS RISC processor technology into the hands of everyday consumers. Our plan is to provide powerful digital media and MIPS RISC processor technology to consumer companies worldwide, enabling the delivery of a new generation of affordable, media rich 64-bit consumer electronics products."
Despite the delays, Project Reality – as promised in 1993 – has delivered something greater than I imagined possible. Remind yourself how unlikely a dream partnership between graphics technology gurus Silicon Graphics and the world's most renowned video game manufacturer might be. Then think on the significance of Nintendo 64 in a whole new light.

[GET A CYBERLIFE™]

Without doubt the strangest, er, 'exhibit' of the show was Millennium Interactive's *Creatures* on the Warner stand. First I'll tell it how I saw it, then I'll give you the ground details. On screen they had running what looked like a cutesy point-and-click type game. A weird looking troll creature tottered about its house, checking cupboards, and eating food stuff. By opening an options window my host for the hour simulated the affect of alchohol on the lifeform, who dutifully staggered about the place.

What Millennium have done isn't easy to explain, as there's over a decade of behind-the-scenes development to account for. Basically *Creatures* uses a true new technology called CyberLife, that uses computer code to imitate animal behaviour. Each creature has its own biochemistry and genetic make-up, which grows and develops in a unique way. Put a group of them together, and they'll develop some kind of social life. They have sex drives too, which means you can even breed a master race of sorts – which gets scary. Users can post eggs via E-mail, containing psychos or disease-ridden specimens to decimate or infect somebody else's cosy nest. A Creature has a lifespan of approximately 40 hours, during which they are seen to age visibly. Just like any other life form they require food, water, sleep, and attention to thrive.

We'll have more on this phenomenon soon, maybe even some 'family' photos to show you!

[SATURN "3D" PAD REVEALED]

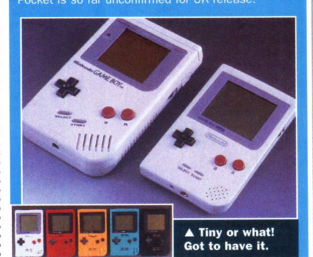


▲ The switch at the bottom of the controller's face toggles between the D-pad and the 3D pad.

Sega chose the week of E3 to unveil their new analogue controller for the Saturn. It will be bundled with the NiGHTS game, with release dates set for 7 July in Japan, and 20 September in the US. If you want one on its own, the price is 3800 Yen (approx $25 US) which should translate directly to £25 in the UK. The crucial component – the 3D controller – is obviously different in style and placement to N64's centre mounted 3D stick. On its own, the analogue pad works well and lends a fantastic new feel to NiGHTS. However the crucial difference is that both controllers cannot function simultaneously. Nintendo's can. Limitations aside, the 3D pad is set to boost the appeal of other flight and race games on Saturn. Plus the flimsy shoulder buttons on the US and British pads can finally be given up in favour of the cool triggers replacements. Overall then, the Sega Saturn Analogue Controller has potential to give Saturn games the edge over PlayStation. But Nintendo need not worry – too much.

[TINY SHINY GAME BOY]

A nice little surprise at the show was the Game Boy Pocket, which is 30% smaller and slimmer than its older brother. It's essentially the same piece of kit, only the screen clarity is improved, and power consumption has been reduced to just two AAA batteries, as opposed to four AA types. This sleek matte silver model launches July 21 in Japan, with September set aside for the US. It may be smaller, but the price is still at large at $59.95. Game Boy Pocket is so far unconfirmed for UK release.



▲ Tiny or what! Got to have it.

[SPIELBERG AND MICROSOFT PRESENTS...]

● SILICON VALLEY FINALLY FINDS ITS PERFECT PARTNERS

As expected, Microsoft had enough Software at E3 to fill this entire magazine. Their extensive range of product all comes from third-party developers, and totals in excess of 100 titles. Of course CVG will be keeping you informed as and when they reach fruition – and when we have more space! Meantime the most notable partnership announced was that between Bill Gates and the Stephen Spielberg directed operation: DreamWorks Interactive.

DREAMWORKS

This major undertaking has been in progress since last Autumn, and brings together three colossal names in the entertainment industry: Stephen Spielberg, Jeffrey Katzenberg, and David Geffen. Spielberg is of course valuable for his amazing contribution to Hollywood, while Jeffrey Katzenberg is erstwhile president of The Walt Disney Company. David Geffen is responsible for pioneering a hugely successful music, and film publishing company. These people have been busy hiring established game developers such as Doug TenNapel, who created much of the *EarthWorm Jim* universe for Shiny Entertainment.

Of all the projects Bill Gates has deemed worthy of association with Microsoft, I expect that the DreamWorks library will take on greater significance within the entertainment industry as a whole. Here's how the first line up is shaping up.

The Neverhood: A Curious Wad of Klay Finds His Soul
Doug TenNapel's game is an animated clay adventure game. Puzzles play a major role and, as you might expect coming from TenNapel, it's pretty weird: The objective is to help the hero Klaymen defend The Neverhood from an evil magical creature called Klogg. No, I'm not making this up!





Goosebumps: Escape From Horrorland
Based on a book by R.L. Stine, and the top rated "Goosebumps" TV show in the US. Goosebumps is like the Twilight Zone for eight-year-olds and is very popular. This exploration game stars Jeff Goldblum and Isabella Rossellini, and allows 'players' to interact with typical Goosebumps scenarios. The production values are tremendous.

Lets Get Cookin'
Okay, this one's aimed at 4-7 year olds. Which isn't you I know, but Spielberg had a hand in this "magical, musical activity centre" and I thought you'd like to see something of it... It's about cooking food with talking utensils, by the way.

BLACK OUT

NEWS



▲ The monsters have all-new artificial intelligence, as well as new attacks!

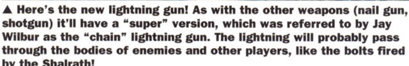
[QUAKE]

○ OR 101 WAYS TO KEEP ED LOMAS QUIET



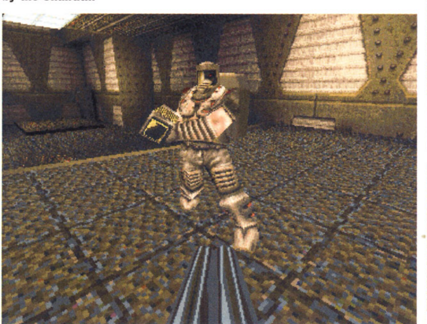
LATEST QUAKE PICTURES AND INFO!

Since our *Quake* Coming Soon (page 26) was written, we got hold of some more screenshots of the new one player mode which were put on the official iD Software web site. They again show how excellent the graphics are, as well as demonstrating some new features – including the new lightning gun! Excitement surrounding the game grows daily, as more pictures are released, and players find more and more out about the game, creating new patches and the like. Just look at these awsome screenshots and prepare yourself for the shareware version of the game – which we hope to have in time for next issue!



▲ Here's the new lightning gun! As with the other weapons (nail gun, shotgun) it'll have a "super" version, which was referred to by Jay Wilbur as the "chain" lightning gun. The lightning will probably pass through the bodies of enemies and other players, like the bolts fired by the Shalrath!

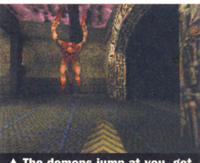

▲ This is another picture of the excellent new monster – the zombie! Here, one of them walks out of the water to attack! In the version shown at the E3, there was a level where the player had to shoot a zombie from a ledge in the water. When shot, loads of undead friends rose from the water around the player and started throwing chunks of their own flesh!


▲ Here, you can see that the other player is carrying an axe! Originally, iD hoped to make it possible to tell what weapon another player was carrying, though that still hasn't been implemented (and probably won't). But they've now made it possible to tell when someone is carrying the new weapon – the axe! It still isn't finished – iD plan to change the graphics of the axe itself – but it's an excellent touch.


▲ Here's a picture of a newly-programmed enemy – the Enforcer! He looks like a soldier dressed in a massive armoured mech suit and is armed with a similar-looking gun to the other players!


▲ The other player's set upon by a gang of evil knights! Drop a grenade at their feet and run!


▲ The ogre on the stairs is throwing one of his grenades at the player on the left!


▲ The demons jump at you, get on top, and remove over 70% of your health!


▲ All the dead players and enemies stay on the floor right through the game.

[MICRO MACHINES 3 HAS ARRIVED!]

A 32-bit version of *Micro Machines* – one of the most simple-looking games ever – is a worrying thought. Will the inevitable 3D view ruin the way that one of the greatest games ever plays? Will the simplicity of the game be lost because the powerful machines? The answer is NO! We've got an early version of the PlayStation game – the three track demo shown at the E3 – and it's one of the most impressive PS games around! The game is still viewed from overhead, only the vehicles and scenery are all 3D objects, which gives an awesome impression of depth and solidity to everything. At the moment, only one vehicle is available (the buggy) and the handling isn't anywhere near finished, but already it's possible to tell that this will play just like the previous versions!

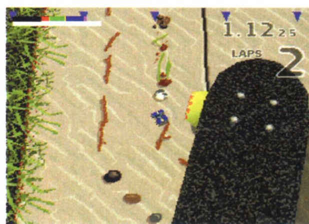


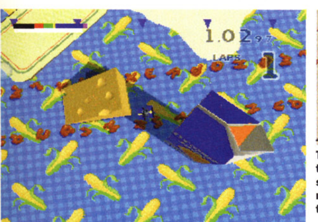
The three courses so far are set in the garden, the kitchen, and on the breakfast table.

One of the new innovations is that powerups can be collected during the races. So far, only a few have been seen – the claw, the forcefield, the speed-up – but the final game promises to have loads to collect and use. The cars also have a jump button, which may or may not be used in the final game.

There's no set release date for Micro Machines 3 yet, but it's due out on PlayStation and Saturn, and we'll be covering both versions as closely as possible!



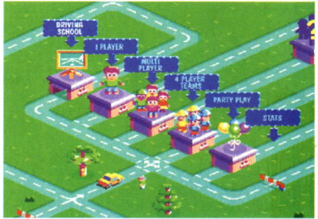




Here, the player drives up the lump of cheese and is launched into the air as the view drops slightly to the side, giving a better view of the action!



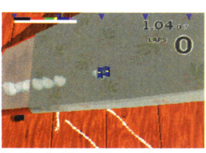
This dog hasn't got the proper textures yet, but the actual model shape is incredible! At the moment, it's texture mapped with the cereal packet!



The early presentation is excellent too! A toy car whizzes around a mini town, passing through option checkpoints as it goes!

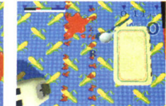


The breakfast table features all the original obstacles – the slippery milk, sticky syrup, fruit, and annoying bits of cereal. If you fall off the table, it's sometimes possible to carry on along the floor!



The ironing board is used as a ramp up onto the kitchen table. Later on, the track comes back along under itself – something that couldn't be done in MM2.





More pictures of the excellent breakfast table track. It's possible to get set on fire by the toaster in the picture on the right, then speed around the table as a smoking fireball!

SUPER MARIO 64

スーパーマリオ®

You only get one chance to preview the game of the decade, and this is it. Nintendo of America were being characteristically 'restrained' with their press info at E3, so I'm relieved that these 20 pics came through at the last minute from NCL. Seriously, we only got these pictures in the last two hours before closing the magazine – but we just had to let you see them, so some 'lesser' stories have been dropped. Hope you can appreciate that.



The Vulture is almost three times the size of Mario. Using the analogue controller, our frantic plumber can be directed anywhere in his attempt to escape. This sequence was shown recently on Japanese kids TV. The audience was a choir of gasps.

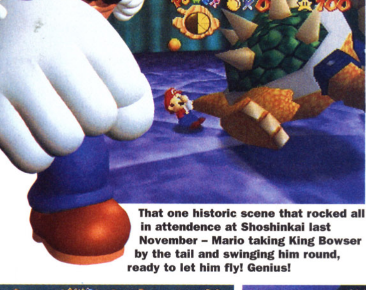




(Top) Mario spies a Bomb Soldier! (Bot.) Surveying the scene – you can see the roller up on the left.

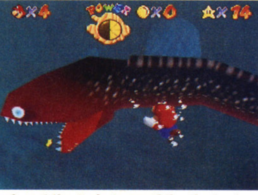


Biff! That Koopa isn't going to like sitting down for a while. In addition to punching, Mario still has his foot stomp, though it's slightly trickier to perform. Still can't get over the luscious detail – like the barb-wire fence... Yoinks! That Koopa's HUGE!

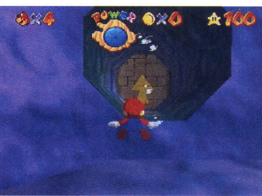


That one historic scene that rocked all in attendence at Shoshinkai last November – Mario taking King Bowser by the tail and swinging him round, ready to let him fly! Genius!





Look past the gaping maw of the giant eel, and check that Star Man awaiting collection.



Mario's power meter is almost used up. Surely you're not going to let him drown!

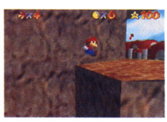


Seeing this Manta Ray in motion is a fine moment to savour – then show all your mates.

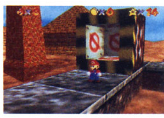




(Left) It's just like a scene from the perfect dream: Sunshine, a beautiful princess, and SM64!!!







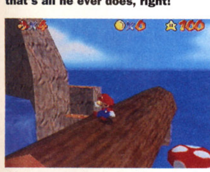




▲ Collect all the Starmen from each world to reveal the super secrets of Super Mario 64. And, just like Super Mario World, doing so is likely to take you a very long time.



Bow Wow bares his teeth. But then that's all he ever does, right!



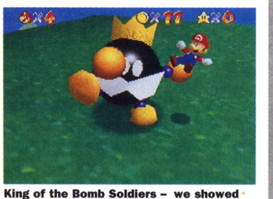
Mario needs to run fast in order to prevent falling off this huge log.



The flagpole Mario hopes to cling onto when fired from the cannon. He slides down fireman style.



(ABOVE) Is your hair standing on end yet? Here we see Mario jumping into one of the castle paintings. These act as portals to the 15 worlds. As Mario passes through, a special effect causes the canvas to ripple as if it were made of water. You won't believe it until you see it.

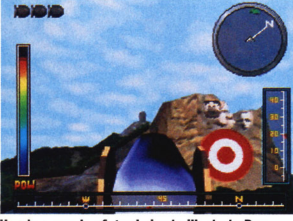


King of the Bomb Soldiers – we showed you him last issue. His crown prevents Mario from stomping. Those fists look pretty dangerous too. Only way to teach him a lesson is to run behind and kick him in the back. As you can see, this player is having a lot of trouble – but if you looked at their face they'd be grinning ear to ear!

パイロットウイングス PILOTWINGS 64

It was almost torture not being able to show you, in more detail, just why *Pilot Wings 64* is so amazing. Luckily these pics arrived in time so we can describe even more about how it plays, and the little things you notice in the process. And so, another opportunity to enthuse about this sensational game!!! Remember all the physical models in the game have been constructed by Paradigm Simulations – a company who have created driving models for people like Porsche, and military flight-training simulations. Some CV! The character design and game premise, on the other hand, is pure Nintendo.

About the sea and the sky. As you fly over the water, you can see how the waves ripple in the breeze. Skim the surface in the Gyrocopter, and a cloud of sea spray is blown up. Even the sky, which is usually not a talking point, looks absolutely splendid. Check out the bright colours of the fairground, and the way light is used to pick out the shapes.



Here's a couple of good pics to illustrate Dave Gatchell's deliberate Human Cannonball overshoot. First of all players use the three meters to guage the power and trajectory of the shot just right. In Dave's case he chooses to aim too far left wiht way too much power! The blast sends him right over.



Welcome to the far side of Mount Rushmore, where the height and speed of the wayward flyer gives players time to admire the view: two observatories which you know by now are going to scale beautifully into detail – and a rocky outcrop depicted almost as far as the eye can see.



Fire and Ice! Don't know if our man gets burned by the fires on the oil rigs just yet. But anyway, it's the best looking flames we've ever seen on console! Note the cloudy sky, and the subtle texture used to describe the snow. That faint line you see running parallel to the shoreline is a wave about to break. And you can fly right around the back of that crag if you want to.

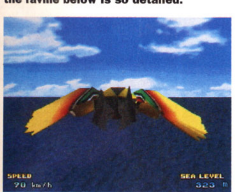




Hang Glider pilots take to the air by running down a steep slope, gathering speed until the air catches their wing. This sequence really churns your stomach in the game, as these rings lie right at the bottom of a crevice – the drop is almost too much! See how the rings trail right into the distance. And how the ravine below is so detailed.



This snow isn't your usual flickery stuff. It meanders slowly down, and has all the presence of real snow. Again, it seems stupid being so picky but these subtleties really impress when you haven't seen their likes before. On top of that, this shot shows how well the N64 handles lighting with pitch black in the sky, but moonlight playing on the pilot's back.

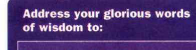


Once again the light-sourcing picks out the colour of the birdman's wings. Here he is gliding, so the wings aren't contoured so much. Have you noticed the shadow in the sea? That's a big whale waiting to surface – no we're not making it up! It's one of the features in the game.



Words almost fail to describe the intense detail in this shot. First of all the church building – you can fly right up to the door if you wish. The country lane is textured to depict tracks . Paradigm have shaped the hills to look as authentic as possible, and – still we can't believe it – the sea. Wow!

More than anywhere else in the magazine your questions asked and points raised help make everyone aware of what it's really like being a game fan. Sod the image of what all the major companies believe you to be – let's find out who you are and what you love and/or hate about this scene. Like, here's one for starters: Don't you hate it when games are continuously delayed for months on end! Resident Evil, Dungeon Keeper, Guardian Heroes…AAAAAGH! But isn't all forgiven when a game is just so special that you feel like writing love letters to the developers. Sometimes. Anyhow, there's a cool software prize going to the sender of the Star Letter each month – and we don't mind putting 'Game X' on order, should its release be a way off (within reason of course). Address all correspondence to: MAILBAG, Computer and Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU



Address your glorious words of wisdom to:

MAILBAG,
Computer and Video Games,
Priory Court,
30-32 Farringdon Lane,
London, EC1R 3AU.

And there's STILL a prize for a groovier name than "Mailbag" for this section! TRY HARDER, you unimaginative clods!



NO! DON'T DO IT

Dear CVG,

I am considering a replacement for my SNES. It has served good time and I have 17 games for it – most or all of which were bought through your suggestion. I have been offered £85 cash or £95 trade-in for the games, control deck and two pads at my local importer. As most of my games have no instructions or boxes, do you consider this to be a good offer? I had hoped for closer to £150 in a private sale.

The trade-in value would put me in line for a second-hand Neo Geo (cart system) or Super Gun. Which do you think I should go for. Also for the Super Gun, would I need/ could I buy Light Guns/ analogue steering wheels/ pedals for the necessary games? Could existing examples be modified? Also I'm worried that existing games for these machines could dry up. Do you know of any companies that could supply me with any parts and/ or information that I might need?

I need help deciding which would be best for me, as I've never used either and probably will not until the last minute, but have a passion for fast paced, sprite based action. My dad has a Saturn with *VF2* and *Sega Rally*, so I



have experience of 32-bit gaming. Don't get me wrong, *Sega Rally* is my favourite game ever. For me the PlayStation is TOO trendy, and I have grown weary of distant promises in the form of N64 and M2. So I am going retro.
Thanks for your time and wisdom.
Chris 'Mysterious' Hill

CVG: *Don't sell your SNES Chris. In fact everybody: DON'T SELL YOUR SNES! For the money you'll receive, the misery of losing one of the coolest machines ever created just isn't worth the loss – unless you want 'out' of video games altogether – in which case, yes, sell your SNES and buy a fishing rod.*
The Super Gun is another question entirely, and the issue is mostly down to the types of games you want. There's a cool back-catalogue of original PCBs (Printed Circuit Boards) available, with prices ranging from £50 to £500. Availability and price depends on the age and/ or popularity of the game, but even the oldest 'classics' can set you back at least £100. On the other hand the latest Capcom titles are sold for around £3000. None of the Namco coin-ops are JAMMA compatible, neither are Sega's Model 2 machines. So your Super Gun isn't any use there. There are no 'peripherals' created especially for Super Guns – and we don't recommend adapting anybody else's products for the job as they might blow the board you're running… Basically Super Guns are for enthusiasts with money to spare. They're cool but not so straightforward and reliable as you wish to believe. It seems the best retro games are becoming available on PlayStation, and Sega are planning their own for the Saturn in the near future. By far the cheapest option for you, Chris, is to make the most of your Dad's Saturn, and consider a PlayStation – ignore the dreadful 'trendy' advertising, PlayStation is cool on its own merits in ways the marketing guys tend to overlook.

SUPERMARIO 64: Good.

WHY DO WE BOTHER, EH?

Dear CVG,

Perhaps I'm just getting older, but there seems to be more maturity with the current machines. Not so much of this "My SNES pees all over your Mega Drive" stuff. I was holding out with my SNES for the N64, but got sick of waiting. I've got no problem with Nintendo waiting to get it right, and a good batch of first games – good luck to them. Okay, so N64 will take us to another level but it'll be over a year behind the Saturn and PlayStation. People are expecting something really special – surely that's a recipe for a possible anti-climax?!
Joules

CVG: *You're right in a way, Joules, but this 'maturity' isn't necessarily a good thing. Letters along the lines of "my machine/game/dad is better than yours coz…" at least show enthusiasm and dedication – qualities we respect at CVG. Your looking on the downside of the N64 delay is a prime example of this despondency which seems part and parcel of a 'grown up' attitude. Millions of people expecting something really special from Nintendo, will be rewarded by exactly that. You're welcome to your own private anti-climax should it feel that way to you when the time comes.*

MEET JON TAYLOR

Dear CVG,



I am wrighting in because of the people saying your bias to Sega when your bais to Sony. In the *Streetfighter Alpha* review it just slipped your mind did it that the UK Saturn version is faster than the Jap PlayStation one. You were moaning about Saturn loading sign when nobody cares about that it loads quicker than the PlayStation one. And I don't recall you mention that the Saturn has every frame of animation. I remember you saying it



about the PlayStation and don't try to say the Saturn hasn't because it has. You were just as bad with *Magic Carpet.* That blockey stone on the PlayStation you tried to say looked better than the Saturn one when on the Saturn [...blah, blah...] bais to Sony [...blah...] stop sucking up to the palystation owners [...on and on...] people over here go for the machine with the most hype.
Jon Taylor
PS Truth or no CVG for me or my friends and no one is boughered about loading signes.

NOW SAY HELLO TO JEFF

Dear CVG,
I'm wrighting in because a friend is for the same reason as me. Your bais to Sony. I read His letter And the only thing He left out that he ment to say was How said the Shadows in *streetfighter* had to be modified for the saturn. (I mean *Alpha* by the way and my friend is jon Taylor that wrote in) All the've done is put more colours in to the showdows which looks alot better. It's abit perfatit relly. you were trying to say the Saturn couldn't handle one colour. The same gos as with Jon's letter you have 2 months to print the leter then one mouth to start telling the truth and stop being bias. I get Sega Saturn mag and i get to read Maximum. So if you don't stop being bais and slaging off machines I could allways start buying Maximum instead of yours and... [repeat myself over and over]... and we mean the total truth and no going on about loading signs that no one cares about.
JEFF

***CVG:** Hmm... you two wouldn't be the same person would you, by any chance? Yes the loading time on Saturn SFA is quicker. And there is a choice of original blue shadows or 'remix' charatinted versions depending on the BGM you choose. And dat's da troof, an' nuffink but da trooof. An' we're not bais, awroit!!!!*

A VIRTUA COP WRITES...

Dear CVG,
Please answer my questions, as I think your answers could help most people.
1. Are any of Namco's brilliant games coming out on the Saturn – especially *Tekken* and/ or *Tekken 2* as they look awesome?
2.Will *Toshinden 2* come out on the Saturn? In the first game Uranus and Master are mentioned in Story Mode and they are both characters from Toshinden 2.
3. When will *Marvel Super Heroes* come out for the Saturn?
4. When will any more 3D fighting games come out for the Saturn?
5. Any more news on *Scorcher*, or any other good racers that are coming out on the Saturn?
6. If I were to buy a Universal Adaptor, and buy an import game, what kind of quality would the game be – would it be as good as the official version when it comes out and what would the differences be?
Michael Hardy, Virtua City

***CVG**: 1. Even if* Tekken 2 *were to make it onto Saturn – which is rumoured but unlikely – it isn't guaranteed to "look awesome" in the same way as it does on PlayStation. On the other hand the PlayStation couldn't reproduce VF2 as accurately as seen on the Saturn.*
2. Toshinden 2 stinks anyway, so why worry?
3. Before Christmas (Japan)
4. Virtua Fighter Kids *is expected for a July release in Japan.* Fighting Vipers *is planned for October, and* Sonic: The Fighters *is expected next year.*
5. Scorcher *you know about (it's in this issue). Sega have* Manx TT *and* Daytona Remix *in the works.*
6. Depends on the team handling the conversion, and even then the results vary. Capcom did Street Fighter Alpha *justice, but haven't seemed to have touched* X-Men *at all. So you may as well own the NTSC version. In fact by and large most companies make no effort to optimise performance of their games outside of the NTSC market. If you're somebody who cannot wait to play the latest games, months before they are released in the UK, the Universal* Adaptor *is worthwhile.*

IN AN IDEAL WORLD!

Dear CVG,
With the current generation of systems, it's more confusing and also daunting. What I mean is that it's been fairly simple up to now with just two machines as rivals (ZX81 – VIC20; Speccy – C64; ST – Amiga, Mega Drive – SNES). But with the addition of Sony's baby the game's just got £500 more expensive. At least before if you didn't pick arguably the best machine you knew that suffi-



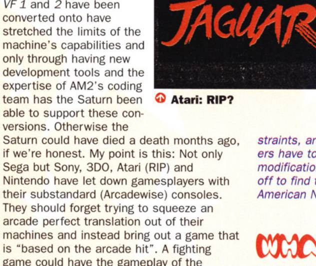
★ STAR LETTER ★

A MESSENGER ARRIVES FROM THE NORTHWEST!

Dear Bank Manager,



Over the years gamesplayers have seen dramatic changes to the videogame world. But throughout these years, from Atari's VCS 2000 to the forthcoming Nintendo 64 there has been one constant; the home console has always been less powerful than its arcade big brother, and therefore arcade conversions to the home have never been arcade perfect in matching them frame for frame, pixel for pixel. Obviously the home console will never be able to keep up with arcade technology which improves with every sequel. Sega's *Virtua Fighter* – Model 1 board, *VF2* – Model 2, *VF3* – Model 3. The Saturn console which *VF 1* and *2* have been converted onto have stretched the limits of the machine's capabilities and only through having new development tools and the expertise of AM2's coding team has the Saturn been able to support these conversions. Otherwise the Saturn could have died a death months ago, if we're honest. My point is this: Not only Sega but Sony, 3DO, Atari (RIP) and Nintendo have let down gamesplayers with their substandard (Arcadewise) consoles. They should forget trying to squeeze an arcade perfect translation out of their machines and instead bring out a game that is "based on the arcade hit". A fighting game could have the gameplay of the arcade machine but have the graphics, backgrounds and 3D routines etc. that are well within the capabilities of the console. Therefore no disappointment and a much longer 'shelf-life for the console which no longer needs to compete with up-to-the-minute arcade technology...



Atari: RIP?

***CVG:** No way do we want to play "The Adventures of Lion Rafale", when we can be experiencing* VF2.1. *Or "Ridge Racer Maths Edutainment" when we can drive the genuine article. Do you honestly believe that the Saturn would be as successful were it not for its promising coin-op library.? Or that PlayStation would be half so cool without the* Tekken *and* Ridge Racer *games? NO WAY! It's games like* Resident Evil *and* Panzer Dragoon Zwei *that showcase their relevant machines' capabilities. But you can't beat the thrill of a top-class coin-op conversion on a home machine – whatever the graphical sacrifices.*

PRITHEE TELL US MORE SERVANT

With all the new developments in computer technology I have always been puzzled as to why console manufacturers and their so-called "Super Consoles" with their advanced state-of-the-art polygon generation chipset thingies have been unable to produce one single b*****d console that will produce a full picture and give full speed to its CPU on the British telly system (PAL). I read an article in Edge magazine about a bloke who developed a kind of Turbo Charged Signal Booster which, for a few Earth Pounds, will give a full picture, speed, etc on any console. Don't you think that Sega, Nintendo, and Sony would have the corporate heart to buy this gizmo and bundle one in with every console so we can get the best from our machines? And if not, get off their cheeks and develop one themselves? I'm just drooling at the thought of seeing Nintendo 64 with its advanced Silicon Graphics 'As used in Terminator 2, and Jurassic Park' chipset produce yet another glorious squash-o-vision display for our British consumption...

***CVG:** Enabling polygon-based games to display the exact same image on NTSC and PAL is much less of a problem than those which are sprite-based. Polygons, as mathematical routines, can be told to fill a specific area on screen, but a bit-mapped character (sprite) is always a set number of pixels high. Since the height of a PAL display consists of several lines more than NTSC, images intended for NTSC display appear compressed – or flattened. Given the time constraints, and overall benefits of the task, developers have to weigh up the pros and cons of a PAL modification. But yes, we will be mightily brassed off to find that any N64 games are lazy ports of American NTSC originals.*

WHAT ELSE KNOW YOU KNAVE?

After reading the article in the Free Play section about the demise of video game programmes – Bad Influence etc – I don't think TV producers should be scared off making programmes for gamesplayers. What they need to do is drop the kiddie approach and go for an older, later at night, slot. Dominik Diamond had a go on the Gamesmaster Gore Special. But again it was the wrong approach and tried to be naughty and nasty but failed on both accounts. All the games programmes I've seen have never reflected gamesplayers or their environments. We don't live in Heaven or hell, or in a Virtual World. We play our games at arcades or at home in the Living Room or Bed Room. So I thought that a set comprising elements from both these environments would be much better to show the games, consoles and presenters. As for the content of the programme it would basically be the same set up as any other programme of its type: Reviews, Playtests, etc. But the main twist to the show would be the presenters themselves who should be good gamesplayers and have no background in presenting or even writing for videogame publications and therefore give a fresh and unjaded approach to the show. All the machines and games can be played and tested on screen during the programme. The good points and bad points can be voiced whilst they're playing the games themselves. If it's an arcade conversion they could have the coin-op up and running simultaneously just to see how good they really are. A retro section could be included, old consoles 'dug up' and played, local computer clubs could be invaded, games shops could be visited and rated for range of products, price, Shopliftability, and being able to 'Have-a-go-on-the-freeplay-machines-in-the-shop-without-having-any-intention-of-buying-the-game-on-display'. Trade Fairs could be visited and reviewed in depth, and not with the broad strokes that have been applied in previous programmes. Finally there should be no crap 'PC Application' sections. No special guests. No stupid Internet. Just gamesplayers who can actually play the damn things and enjoy talking about them. My name for the programme would be: THE MCP – Master Control Programme, or Midnight Computer Programme, or My Crappy Pony...



Tekken 2: A flipping accurate conversion.

***CVG:** Crap name, but a brilliant idea – minus the 'Shopliftability' thing. So why don't you get your idea down on paper, copywrite it, and post it off to some broadcasting station for feedback.*



Panzer 2: Capabilities showcased.

Another idea of mine would be to set up a kind of clone of the Cyberia Cafe. But instead of paying £3.50 for a cup of shaving foam and a half hour session of hammering away on a keyboard, 'Surfing' the net, why not have a Videogames shop? You could have walls full of monitor each displaying games from various consoles. Underneath you could have extender cables hanging out of the walls, so that you – the punter – can come in, buy a drink and a snack for, let's say, £2.50 per hour, and play against your friends or total strangers, to see if your gaming skills are as good as you think. If you have a console of your own you could bring your favourite pad to cut down on the expense of hiring one. If there was a beat 'em up and the cafe was 'chocka' then normal arcade rules could apply – winner stays on. Anyway, that's the broad idea.

Tony Rycroft, Salford

***CVG:** Again, it could be a winner. Only problem is, people with that kind of money to invest on a commercial project don't see a bunch of kids waving personalised joypads as profitable. So, on the other hand, what a terrible idea. Tschaa! What a maroon!*

cient amounts of that system had been sold to guarantee you would have good software support. But now that's changed. Look at the Jag owners for instance. Sorry lads but you know as well as I do that it'll take a miracle to put your machine anywhere near the Saturn or PlayStation. So what to do? Well I just closed my eyes and hoped I didn't buy the dud. I'm lucky though, as I can (just about) afford to change if and when necessary. But what of the hard-working parents – can they? Don't you think it's a bit much of the multi-million dollar corporations to ask for us to drop our favourite console just because they are way too greedy to share software rights?
Yours fingers-and-other-bits crossedly.
Steve Skinner, Dunstable



White Saturn: Flash?

CVG: *Will* Sonic *be on the Super NES? Will* Mario *be on the Mega Drive? It's such an old question, and the answer is never likely to change – Nintendo, Sega, and Sony licensing their mascots to a competitor's system is a ridiculous proposition. It's as unlikely as Pepsi and Coca-Cola forming an alliance.*

WHO YOU CALLIN' CRAP?

Dear CVG,
As you can see, there's no stupid questions here like "when's N64 coming out" as it's obvious you'll tell us as soon as you know! And please, I want Paul answering my questions – not crap Tom. I learned I don't get everything I want after I didn't win the lottery, so I just hope you print my letter!

Tom: Crap?

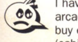
1. What's all this about M2 and Sega? Is it that Matsushita are making a 64-bit machine and Sega are helping and making an upgrade for the Saturn? I hope so!
2. When will the new *Sonic* platform game make it to the Saturn?
3. Will that new pull-out section in your mag be a permanent feature?
4. Those pictures of *VF3* last month. Are they going to be the graphics on the actual Saturn game? No, they can't be...can they?
5. When you said Sega may launch a new control pad with the new Saturn, does that mean that white pad you features last month or an all-new pad design? I'm not that bothered, but it would be nice.

Cheers Eeers!!!
Gavin B, Scotland

CVG: *1. No. Apparently Sega's R&D boys didn't rate the M2 hardware.*
2. See the E3 report this issue.
3. Too right – it's something we wanted to do from the start.
4. Those are arcade screenshots, but Yu Suzuki says the graphics on the finished game will look even better!
5. More news on the N64-style controller can be found in the E3 report.

KEEPING UP THE GOOD WORK

Dear CVG staff,



I have recently visited a couple of arcades and a coin-op supplier hoping to buy either a *Mr Do!* or *Mr Do's Castle* (cabinet or board) without much success. The closest I have come is *Mr Do's Castle* on the C64 which I no longer have. It's good to see software companies releasing the old classics, but I haven't come across anything with the gameplay of the aforementioned. Could you possibly tell me whether there are any plans to release these and on which format? Or if there is anywhere I could buy the machine or the boards? Great magazine. keep up the good work.
Darren Hulme, Blackpool.

CVG: *We recommend a newspaper called Coin Slot to begin your search. Unfortunately we know of no plans to release Mr Do on Saturn or PlayStation.*

BEAUTIFUL WHITE JOYPADS

Dear CVG,
I am writing about the new Flash Saturn 2 which was recently launched in Japan. Do you know anywhere that I will be able to get hold of a pair of those beautiful white joypads, as they're awesome! Also, how does the Saturn stand up against the PlayStation sales in Japan? I've heard that it's ahead with 300 000 units. Is this true? By the way, doesn't *VF Kids* look cool. Those AM2 lads certainly have some funky ideas don't they! That last issue was excellent indeed. It's just a pity that it comes to an end. Roll on next ish!
James Cross, Hale Village

PS Is *VF Kids* coming out on Saturn because it's using the ST-V board?

CVG: *Yes, the Saturn is totally kicking the PlayStation's ass in Japan. Unlike here or the US, we might add. We love* VF Kids *too, and you guessed correctly – look forward to a speedy release of that game on Saturn.*



SONIC TEAM

After two years silence, Sonic Team exploded back onto the scene last month with the first look at *Nights*, their incredible debut Saturn game. Now we turn up the pace of coverage on their all-new gaming superstar!

When it comes to creating smash-hit videogames characters, you don't get credentials any higher than that of the Sonic Team. Through the invention of *Sonic the Hedgehog*, these are the people arguably responsible for jump-starting the whole console craze into action four years ago. Never before had one videogames character been greeted with such mass appeal. People of all ages, from across the world, were drawn to him, Sega became a household name and the rest is legend. With *Nights*, Sonic Team aim to replicate this effect. They've researched the opinions of children from all over the world, this time giving priority to the views of children from Japan and America. "We've also had quite a good feel from England." explains Mr Naka Yuji, producer of the *Sonic* series, and producer and main programmer on *Nights*. "so we may have more of a breakthrough in Europe this time." More so than with *Sonic*? How far EXACTLY do they intend to go?



DREAM ON!

Nights is set in the dreams of two children. Controlling one of them, you can wander freely around the landscape of their dreamworld. Being ordinary kids though, there's only so much they can do. Therefore, you have to find *Nights* (it's not so hard, just follow the arrow) and merge with him. That's when the game proper begins.

CLARIS



Coming from an artistic family, Claris is set for a future as a theatrical dancer, but her spoilt lifestyle means she hasn't developed the courage to face things herself. With the help of Nights, she becomes a stronger character throughout the game.

ELLIOT



A 15 year old boy from the fictional town of Twin Seas. As the eventual intro sequences will show, he's a brilliant basketball player, but is being bullied at school. This is giving him bad dreams and he needs Nights to restore his happiness.

WHO IS... NIGHTS?

He's the superhero of the game, that's who! Created by the main villain of the game, known as the Wiseman (we've yet to see him), to be his right-hand man. Although Nights is a bad type of dream creature (known as a Nightmarian), he used his power for mischievous fun, defying even the Wiseman. As a result the Wiseman imprisoned him. Only Elliot of Claris can free him by merging with him. Once that happens, you can take to the skies as Nights and save the good dream folk (Nightopians to you and me!).

DEVELOPMENT OF THE CHARACTER

"Many thought we would probably create an animal for our new character, but we meant well when we betrayed these expectations." says Mr Naka.

Mr Oshima, the designer of the Sonic character, explains, "The personification of an animal for a hero had already been done in Sonic, I felt it was better to create a new character in a different world." The result is the bizarre looking elf-creature you see here. "He lives in a world of dreams, so is neither male nor female. Therefore we gave him a neutral design. The image is old yet at the same time novel." continues Mr Oshima. "It was trial and error to design Nights, at one time he had horns!"

THE WAY HE LOOKS!

"Nights is coloured purple." observes Mr Oshima, "Purple is usually a colour which is unacceptable in the toy business. But when we researched the colour for this work, we had good response. So we thought that in *Nights* we could destroy the jinx in the toy world that 'purple is no good'. We want him to be fostered so much as to be fit to bring out on occasions such as Valentine's Day or Christmas or Halloween."

WHY 3D?

"We didn't really have any particular preference for polygon or 3D." Mr Oshima explains. "What we thought was important was to put life into the screen character and make him come alive as far as possible. We investigated various methods of portraying the expressions and movements of the characters, and out of them we chose 3D. We want people to experience not the technical side, but the more natural world of *Nights* and its inhabitants. We don't want people just to think "Oh, he's in polygon."

CONTROLLING NIGHTS

Anyone familiar with Sonic should find controlling Nights somewhat familiar. The D-Pad steers you around the screen, whilst the fire button thrusts the character forward, for increased speed and attacking. "The area characters can move in is now much wider, and so we are still examining how to make the controls easier to follow." says Mr Naka. "We hope at least to make the controls feel in keeping with the movement of the character. We may work on the LR button"



DRILL SPIN!

Tapping the L and R buttons causes Nights to twist in flight. It looks particularly impressive, especially when he collects a ribbon trail. What its purpose is though, is a mystery.

LOOP ATTACK!

Aside from his dash attack, Nights can also fly in a loop, causing a vortex that destroys any baddies – or collects any objects – within.

MORPHING ABILITIES!

It seems Nights may be able to change shape according to his circumstances. Of the three levels currently revealed, the snow one features a bob-sleigh course which, in order to navigate, Nights transforms into a bob-sleigh. The resulting ride is very much like the tube special stages from *Sonic 2*!



BOSS TECHNIQUE

Although in its early stages, Nights so far seems to attack bosses by grabbing them and spinning them around him. This effectively causes the boss to get caught in his vortex, sending them flying!





"With Sonic we made one world. Now for Nights we have made another. In the future maybe we could make a Sega World made up of many different worlds..."
Mr Oshima, creator of Sonic the Hedgehog.

THE WORLD OF NIGHTS

"The world view we wanted has already gone through two or three changes. We thought of adventures, of military themes, and after many ideas settled on 'dreams.'" says Mr Naka. "We wanted to make a different world from Sonic's. Something with contradictory features, something which is perhaps both familiar and novel, appealing and frightening. In the game we have the situation of the world of dreams, Nightopia, and the world of bad dreams, Nightmare. Nights can come and go freely between these two worlds."

SCIENTIFICALLY-CORRECT DREAM WORLDS!

In creating these dream worlds, Sonic Team actually studied genuine dream psychology. "We had a lot of help from the works of German psychiatrist Frederich Holz, whose interpretations of dreams were novel. He was much easier to understand than Jung Freud's works!" offers Mr Oshima.

"We are including things which an expert would be able to understand, but you wouldn't be aware of them at all when playing!" adds Mr Iizuka, the main planner of *Sonic 3*, *Sonic And Knuckles* and *Nights*.

THE DREAM LEVELS!

Three stages have so far been revealed! Which character you control, depends on which level you play. "The reason for seperating the stages that the girl and boy can go to, is because the world view is based in the depths of the psyche," says Mr Oshima. "The dreams of the boy and girl are after all not the same."

SNOW STAGE


The landscape is very realistic, with trees dotted about.


There's an impressive train on this level, that you can ride!


Clambering up these mountains is tricky. Go and find Nights!

FOREST STAGE


This stage is filled with trees, that Nights can swing around.


The forest is particularly shady, with a lovely leafy canopy.


Although the terrain is quite realistic, there are odd things like traffic lights.

ALPS STAGE


You can almost breathe in the fresh mountain air on this level.


There's that rainbow again. Must be something to do with dream psychology.


The backdrops cleverly blend with the foreground to give an expansive feel.



THE AMAZING ARTIFICIAL LIFE SYSTEM!

One of the most fascinating elements of *Nights* is the A-Life system. This form of artificial intelligence allows the dreamworld creatures to live and reproduce freely. They also respond to Nights' actions with their own ecosystem. As such, they develop differently with each game, depending on what you've been doing. Likewise, with each play, the terrain of the world is different.

"The A-Life system was an experiment to help create the dream world." explains Mr Naka. "At present we have not actually considered how far the topography will change, and have only thought about giving different movements to the Nightopians whenever they move. Therefore, the Nightopians act in response to Nights' actions, either coming at him with pleasure or running away in fear, or fishing at leisure. They may create new companions through their encounters, and, while keeping the character of their Nightopian parents, may travel far afield. Here the time and place of their actions is not randomly chosen, but since they are artificial beings, this cannot be appreciated by us. To be honest, we are still finding out how far we can create 'artificial life', and have had a great response from the Internet and the press. I hope that when finished, people will think "This is different!" each time they play, and there will be an event which even we did not conceive of!"



In the early version of *Nights* that we've played, the Nightopians playfully grab at Nights. After which he spin around them or springboard into a different direction. On closer inspection, when left alone, they paint and fish. Yes they do!



ALL-NEW CONTROLLER FOR NIGHTS!!

As we mentioned last month, Sonic Team have developed an all-new analogue controller specifically for *Nights*. Comparisons with the N64 pad are obvious, but the Saturn controller is no copycat. Sonic Team have spent ages creating an interface that works effectively with *Nights*.

"(*Nights* is) a game with a strong sense of attack. 'Your fingers will hurt!'" says Mr Naka. "It was thought this would be too much for most people, so we started to look at commands which did not use the traditional pad. The result was that last autumn we first used the analogue control properly. But the team was worried about it, and created about 100 (different) controllers. There were controllers for no hands such as the remote controllers, ones using feet – many ideas. For the foot controller we even made a gigantic sample!" The resulting controller, as revealed at the E3, resembles a thumb-sized trackball, with a self-centering mechanism. This is fitted above the standard D-pad.

"We haven't decided whether to package it together or not, but *Nights* does not feel awkward even with the old pad." continues Mr Naka, "The point of the analogue pad is to give *Nights* a better floating sensation."

One problem with the normal D-pad is that you cannot easily control the speed at which Nights flies, often sending him looping all over the place. The new analogue D-pad should allow you to steer him around with incredible precision.





NEXT STOP... DREAMLAND!

Nights is still scheduled for a worldwide September release, but rumour has it the game may get a Japanese release in June. Whatever happens, expect more development news next month!





3D SHOOTING | BY ID SOFTWARE
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- SATURN, PLAYSTATION AND N64 VERSIONS PLANNED
- STORAGE 1 CD
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Welcome to part 4 of our regular "*Quake* is coming soon, really" features. This time, we say "*Quake* is coming soon... really!"

QUAKE

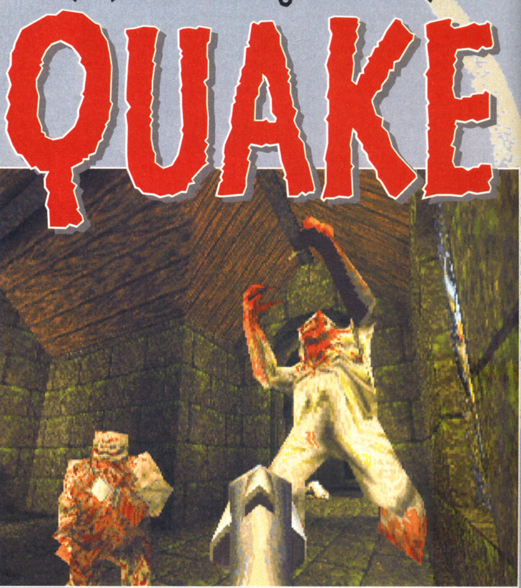


Id software's follow-up to *Doom* gets more impressive all the time! After years of rumours and guesses, the playable deathmatch test levels appeared. Then, we played an early version of the game at the recent ECTS. But this month, at the E3 in the USA, a very-near-complete version was playable and we've got screenshots of real one-player levels! We've seen how good *Duke Nukem 3D* is, and that's just a sprite-based game – just image some of the things possible in *Quake* that could never be done in *Duke* due to the amazing 3D engine!





This river of sludge runs through the building!









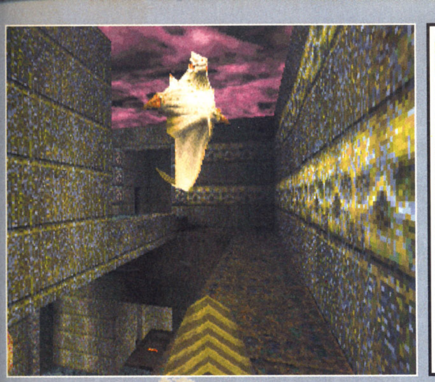
The monsters have all got new attacks that weren't seen in the deathmatch test patches. The ogre throws grenades and the demon jumps on top of you.

LOVELY MONSTERS!

Last month we mentioned some new monsters which we saw in the roughly 85% complete version shown at the recent ECTS. The best were these zombies. They shuffle around the levels, ripping out chunks of their brain or butt, and throwing them at you! Normal weapon blasts will take zombies down, but only keep them still for a short while. Then they just get up and come after you, no matter where in the level you may be! To kill the zombies for good, they need to be blown to pieces by either a rocket or a grenade!

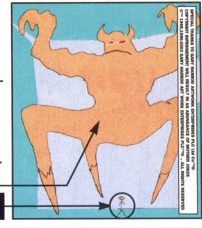






STORIES FROM THE FRONT

A good friend of CVG's, Gary Harrod™, is a big fan of *Quake*, and he got to play the near-complete E3 version. When he returned to our office, he was in such a state of shock that all he could do was mumble stories about a giant creature he came across. Apparently, it was over ten times the size of any other monster, with a giant pair of horns, and was so big that it couldn't actually move around the room! Before passing out, he drew this sketch of the creature to demonstrate how big it really was. Our apologies for the quality of the picture, but the shock was obviously so great that the man who drew covers for Mean Machines magazine lost all his artistic talent.





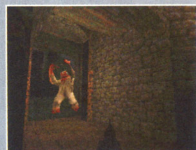
Drop a grenade and hide round the corner to get rid of this ogre.



The ogre's chainsaw now makes a proper noise – it's just like the *Doom* chainsaw!



The goodies at the end of the corridor are bound to be protected with an evil trap!



Players in the dark now go completely black, enabling them to hide.



The knights run and swipe at anyone in the dungeons. Just wipe 'em all out.



On this level, the floating wizards can be shot into the moat on either side!

FUN WITH FRIENDS

When we spoke to Jay Wilbur from id about *Quake*, he mentioned that multi-player games won't just be limited to deathmatches or co-operative play - there will be a few extra game styles added. These include "Capture the Flag" - each team or player has a flag that needs to be protected while attempting to capture the opposing team's flag at the same time; and "Soccer" - a big arena with hole "goals" at either end, and a head which needs to be hit around! A game of "Hide and Seek" was also mentioned, though we're not really sure how this could work.



DUKE WHO?

Duke Nukem 3D is finally finished and available, and it's incredible, so why are we still getting excited about *Quake*? Well, *Duke* is a sprite-based game, meaning that all of the items and enemies are flat, and need to be animated frame by frame. *Quake*, however, is totally 3D - all of the enemies and objects are solid models and can be viewed from any angle, giving scope for some incredible sections. It's possible to have massive creatures, so big that you'll be able to walk underneath them, something not realistically possible in *Duke*! Goodness, two amazing 3D shooting games in such a short space of time is surely too much to handle!



This amazing section looks very tricky to negotiate.



Is it possible to get out of this hole? We're not sure, but *Quake* could do it.

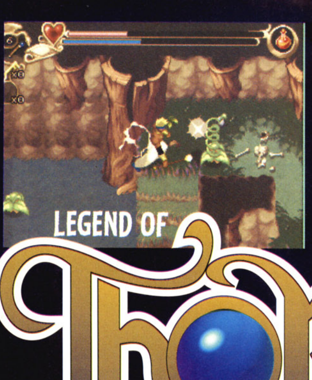


These slug-like wizards are disgusting!

NEXT MONTH: NEARLY HERE...

There's a fair chance that we'll have a new, playable version of *Quake* by next month – hopefully the complete shareware version. Then again, we'd rather id delayed the game for a bit longer and made sure it was totally fantastic, rather than rushing it out. Keep holding your breath...





LEGEND OF THOR

95% COMPLETE

SEGA SATURN

RPG	BY SEGA	• MEGADRIVE PREQUEL AVAILABLE • NO OTHER VERSIONS PLANNED
OUT JUNE	1 PLAYER	• STORAGE - 1 CD • RELEASED BY SEGA TEL: 0181 996 4620

This has got nothing to do with a big God carrying a hammer – it's about a boy called Leon. Far more interesting.

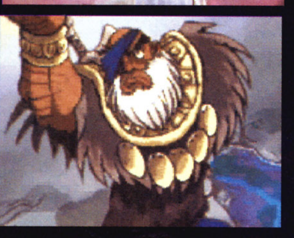
We covered *Legend of Thor* briefly in issue 174, but we've now got a near-complete English language version. Here's an update on what could become one of the most popular RPGs around, and a look at how it differs from the Mega Drive prequel. It's an RPG, only without the tiresome "point-and-click" fighting system of many games, meaning that the fighting is all done real-time. It's all combos and special moves here, but with the usual spells, monsters, puzzles, and worried villagers you'd expect from an RPG...

IT BEGINS!

Since the last version of Legend of Thor, an introduction sequence has been added. It's a typical RPG story, told with a cartoon of the characters.







The intro hasn't yet been translated into English, so it's a bit difficult to understand, but it's all related to the two magic gauntlets, as in Story of Thor.

THE ANCIENT PAPYRUS SAY... ATTACK!

One of the things that made *Story of Thor* on the Mega Drive so different from all the other RPGs was the fighting system. The main character in *Legend of Thor* is very similar, being able to pull off special moves during the game. To begin with, Leon has only got a short sword, but a bow and a cane become available very early on, and there are plenty of other weapons to be found later.

SWORD ATTACKS

1. By rotating the pad a full 360 degrees and pressing Attack, Leon spins right round. It's very useful when surrounded.

2. Pressing Attack when running makes Leon thrust forward with his sword, hitting many times.

3. Tapping Forward, Back, Forward, then Attack makes Leon do a backflip. Tapping Attack more makes him perform three in a row.





BOW ATTACKS

1. Holding the Attack button and pressing Back aims the bow upwards, letting Leon lob arrows over objects.

2. Tapping Forward, Back, Forward, then Attack fires a spread of arrows forward at the same time.





CANE ATTACKS

1. Tapping Forward, Back, Forward, then Attack makes Leon dash forward and strike with the cane. This attack can destroy trees!

2. Leon can power the cane up, allowing magic spells to be cast. The spells can resurrect dead characters and transform objects.





WHAT'S NEW?

We covered an early *Legend of Thor* in issue 174, but the game's come on quite a lot since then. For a start, Yuzo Koshiro's fantastic music fits far better with the action now – quiet music when nothing much is happening, and loud, triumphant music when you've done something good. Also, the text has been translated into English, meaning that it's possible to actually understand the game properly now. However, in this version the translation isn't too good, meaning that Dytto the water spirit talks about her magic "babbles", and characters occasionally don't make complete sense! Hopefully, this will be sorted out in the final game.





Once you've collected a few spirits, you hardly need to do any fighting – just make them do all the work for you!



This is Efreet's big attack. He just launches masses of flames all over the screen, wiping out almost everything!



SPIRITS

Story of Thor on the Mega Drive had three different spirits who were collected along the way through the game. *Legend of Thor* on the Saturn has got *six* spirits in total, and each one's got loads of different uses. For example, Dytto the water spirit can freeze water and heal characters; and Efreet the fire spirit can melt ice and burn things.



When you call on her, Dytto can conjure up tornados!

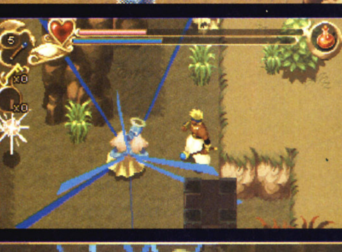






WHERE AM I?

If you're worried about the not-quite-overhead view making it difficult to see certain objects, calm down. There's a button which shows anything behind the scenery by flashing the items through the foreground, enabling you to see exactly what's going on.





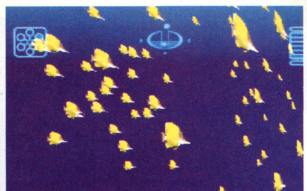






THE LEGEND IS REAL!

The Japanese import version of *Thor* is out now, but is virtually unplayable due to the Japanese text. It's going to be released soon in the USA as *Legend of Oasis*, and in the UK shortly after. Of course, we'll be reviewing the British version next month.







OUT JULY



1 PLAYER



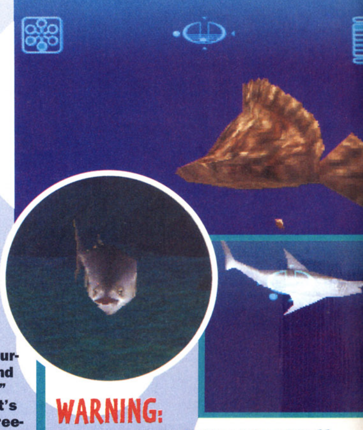
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THE AQUANAUT'S HOLIDAY

THE PLAYSTATION SET TO PLUNGE NEW DEPTHS!!

Artdink are the finest purveyors of truly different PlayStation games. After wowing Japanese punters over a year ago with *A-Train* (build a railway line and then, er... ride it), they took to the ocean and gave us *The Aquanaut's Holiday*, before beavering away on the remarkably strange *Wild, Pure Simple Life*. So, what are these off-the-wall releases all about?

This isn't your normal PlayStation offering, and has been backed up by some unkind reviews in other UK gaming journals. However, these other mags have failed to understand the sheer strangeness of this title. " There's nuffink ta KILL!!" they cry, and blub that it's all too weird. Of course it isn't. Let's explain. Everything is in 3D and textured-mapped with total freedom of movement. You start at your submersible, and float off into the deep blue darkness, looking at fish and investigating the ocean floor whilst attracting new kinds of life to your part of the ocean by constructing a reef. Not THAT strange, but it's sufficiently different to dissuade those weaned on normal tedious shoot 'em ups. UK PlayStation gamers can look forward to an official release for *The Aquanaut's Holiday* extremely shortly (which has been labelled as a stress reliever in Japan), and to get you in the undersea exploration mood, here's a brief glimpse into the world of the aquanaut...



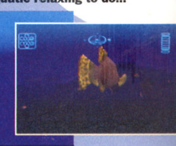
WARNING: ADDICTION GUARANTEED!!

CVG has played and completed the Japanese version of the game, and found it to be one of the most imaginative and truly inspired titles we've ever seen. Once you realise the vastness of the ocean, and the weird addictive qualities of the game ("Let me find just one more new species of fish!") you'll be constantly mesmerised by it for weeks. Not one for knuckleheads, but those with a serious amount of aquatic relaxing to do...



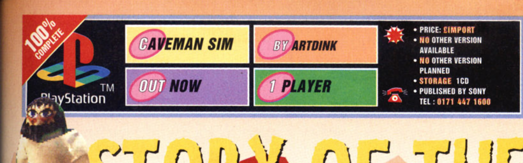
GOOD COD, MAN! CREATURES FROM THE DEEP!

The sheer brilliance of the undersea life is unparalleled, and the number of polygon fish in this ocean is staggering. We counted well over 200 different species; from schools of carp to really scary Angler fish that lurk in hidden depths. That's not all, for there are super secret fishees to find! Have you discovered the pink shark? Or the space aliens (I kid you not)? What about the gigantic 'Behemoth'? All are waiting in *The Aquanaut's Holiday*, along with undersea caverns, pyramids, Greek temples and strange stone heads.



DANCE, FISHEES, DANCE!

Aside from the atmospheric soundtrack, your continued enjoyment occurs with the fun you can have with fish. Some are friendly, and flock inquisitively to you, whilst others swim off immediately, unsure of your motives. The more friendly fish can be communicated with using four different types of sonar which can beckon them or scare them off. However, the most fun you can have is by confusing the sea-life; making certain fish spin about furiously, or inflating the heads of certain denizens of the deep!



STORY OF THE SUN – WILD, PURE, SIMPLE LIFE

TAKE YOUR PLAYSTATION CLUBBING THIS WEEKEND...

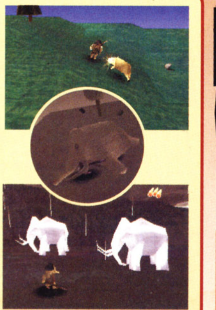
Wild, Pure, Simple Life is the world's first caveman simulation! Wander unrestricted around a 3D prehistoric world! Paddle in tropical waters! Devour multi-coloured fruits and vegetables! Impress your primitive friends by constructing a huge pile of bones!



The aim of the game is to increase the cultural level of your tribe. This is achieved by guiding cavepeople into new lands to kill beasties and bring back meat. As the tribe ascends through cultural levels it increases in size, builds bigger huts and develops more sophisticated weaponry. If this all sounds a little too normal compared to Artdink's *The Aquanaut's Holiday*, fear not. CVG has played the finished Japanese version almost to completion, and there are still bits we don't understand. Giant stone body parts are occasionally found littering the landscape, and sometimes your caveperson (the caveladies sport rather attractive leopardskin leotards) will drop dead for no apparent reason. We must not quibble however, for this is a game of huge character and atmosphere. Now if you'll excuse us, we're off to investigate a strange white obelisk...

MY STICK'S BIGGER THAN YOUR STICK!

Wild, Pure, Simple Life differs from *Aquanaut's Holiday* in one important respect - you can kill things. Quite a lot of things in fact, ranging from small monkeys, which squeal piteously and attempt to run away; to woolly mammoths, which roar loudly and then squash you. The simple flint is sufficient to do away with the feeble animals, but only the more advanced axes and spears are deadly enough to tackle an oncoming sabre-toothed tiger!





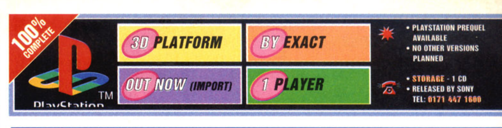
OOOOOH BABY, BABY, IT'S A WIDE WORLD!

From lush green fields over stone mountains and through dark caves to golden beaches, there is a huge variety of terrain to be explored. As with the *Aquanaut's Holiday*, the fact that the world is so varied is what makes the game so addictive ("Can't come out tonight dear, I'm roaming the frozen wastelands to the north.......").

NEXT MONTH.... WE TAKE THE PLUNGE!

***Wild, Pure, Simple Life* is currently on release in Japan, with no UK release as yet set. The official version of *Aquanaut's Holiday*, however, should get its full CVG review next month.**

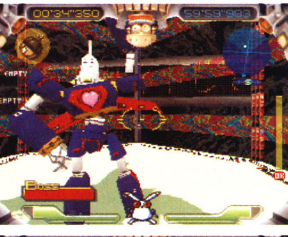

Robbit can get onto this track and ride the rollercoaster around the level! Wahey!





Jaampeeng Ferlashuu... Tuuu! The Japanese version is available, and the UK PAL version isn't far behind!

Okay. There's a robotic rabbit, and his enemy – Baron Aloha. The Baron's in a phone box on an asteroid and there's a giant thing in a leotard with a meringue for a head called Capitao Suzuki floating about. The flying meringue captures some planets and the rabbit has to collect little white things called Muu Muus! Alright, maybe the story doesn't really make much sense, but who cares? All you need to know is that you pilot Robbit around the 3D platform levels, collecting things. Brilliant!



FLUFFY DICE!

These little creature heads hanging from the top of the screen bounce around during the game and do all the talking when items are collected.



KUMAGORO 2
The little bear head that you start off with.



TASUKE
A bonus robot with a funny voice.



RISUKICHI
The little tiger head used on the "Extra" stages with a high voice!





MUU MUU!



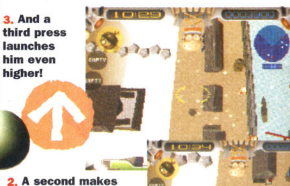
These are what Robbit the robot rabbit has to find – Muu Muus! They're dotted around the levels in awkward places, much like the carrot Jetpods from the original game, only this time they make a soft bleating noise to let you know when you're near them!




The blank looking Muu Muus don't do anything. Except turn on the spot.

JUMP!

The main feature of Robbit – the robot rabbit suit – is that it can jump more than once. In fact, it can jump three times in a row in the regular mode! The new power meter down the right-hand side of the screen shows when the extra jumps can be performed to get extra height and distance.


3. And a third press launches him even higher!

2. A second makes him look down and jump again...

1. A regular jump lifts Robbit this high...


This is the entrance to Aloha Circus – world 5. Jump in the cannons and swing on the trapezes!

MORE MODES

There are six worlds to complete in *Jumping Flash 2*, each containing two different stages, as well as a boss stage. Once all six worlds have been completed, more of the game opens up to be saved onto memory card...



Once the game's been completed in the regular mode, more of the plot develops, meaning that all of the worlds have to be played again... only they're slightly different! The Muu Muus are in different places, and some of the graphics are changed a little bit, making the game a smidgen more tricky. The biggest change is that the bosses are made much tougher – they almost become a challenge!



The Super Mode also becomes available once the game's been finished. It again uses the usual level designs, only it's now possible to jump six times instead of three!



Doesn't it look lovely? It's possible to walk on the rainbows and slide along them!

This boss is the thing that was holding the levels in the first *Jumping Flash*, isn't it?



WORLD 1 - HAWAII



WORLD 2 - JAPAN



WORLD 3 - RAINING



WORLD 4 - INDUSTRIAL



WORLD 5 - CIRCUS



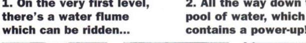
WORLD 6 - MAD!



1. On the very first level, there's a water flume which can be ridden...



2. All the way down to this pool of water, which contains a power-up!

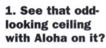




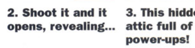
1. See that odd-looking ceiling with Aloha on it?

2. Shoot it and it opens, revealing...

3. This hidden attic full of power-ups!



1. This new special weapon is collected as usual.



2. When used, it launches coloured balls...





3. Which explode to destroy every-thing!

KRIS KROS'LL MAKE YA...

The official version of *Jumping Flash 2* is due for release in September, along with loads of the PlayStation's big games, and we've reviewed the Japanese version in the Mini Reviews section.

99% COMPLETE

PlayStation

RPG | BY KONAMI | JUNE RELEASE | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE - 1CD
- RELEASE- JUNE
- PUBLISHED BY KONAMI TEL: 01895 853000

The last sort of game you'd expect to see Konami release this early in its 32-Bit development is an RPG (where are *Castlevania* and *Contra*?), but that's exactly what they've gone and done!



A full compliment of warriors do battle! Pick the fighting order of your team! Women at the back!

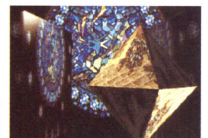
GENSO SUIKODEN

It came as something of a surprise to all of us when we heard that one of the first Konami PlayStation games to get an official UK release would be their role-playing debut, *Genso Suikoden*, but now we've played the Japanese import version, we can't wait!

ONCE UPON A TIME

The plot in *Genso Suikoden* revolves around the mythical kingdom of Redmoon, presided over by the almighty emperor Balbarosa. Under Balbarosa's command are five Barons, each ruler of a different area of Redmoon. The player begins the game in control of one of these Barons' sons (you can call him whatever you like), just after he has signed up to join the emperors army in an attempt to please his father. At first you are commanded by your superior officer to perform seemingly menial tasks, but as the game progresses and your party grows, you come to discover some disturbing truths about the Empire, and how its evil intentions are somehow connected to an ancient myth about 27 magical emblems. Classic fantasy stuff.





IT'S HUGE!

***Genso Suikoden* features a total of 108 characters that can all join your party at different points of the quest (though you can only control up to six at any one time). As the game develops and you attract more allies, you can also get your own castle, which leads to some epic army-sized battles as you attempt to either defend your own castle or lay siege to an enemy fortress.**





Each member of the team attacks in order.

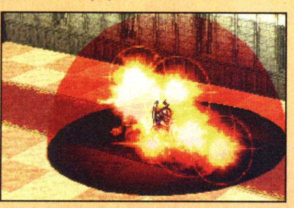




All that text will be in English when it comes out over here!

FIGHT FOR LIFE

The frequent battle sections are one of the best things about *Genso Suikoden* and while they offer nothing strikingly new in terms of game mechanics (pick the fighter, pick the attack, then sit back and watch), the way they are executed is unique. A scaling camera zooms in on close quarter combat, or pulls back to reveal the entire battle field, making the sprite-based action seem incredibly dramatic. And the pyrotechnic displays offered by some of the more powerful magic attacks are truly spectacular.



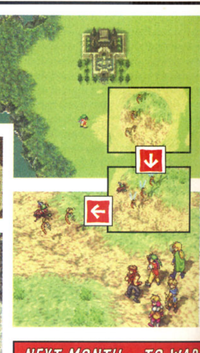


WANDERERS

The action takes place in the somewhat familiar form of top-down exploration sections mixed with number driven isometric battle scenes. As you wander from settlement to settlement (or around dangerous terrain) you will inevitably bump into one of *Genso Suikoden*'s many hostile denizens, and the screen switches to an isometric viewpoint ready for combat. Notice the cool warping effect (like a pond ripple) that washes over the screen to introduce each battle.



You begin near this waterfall. But by the end of your quest something's gone wrong!



NEXT MONTH.... TO WAR!

We're still waiting on Konami for the official word about the UK translation of *Genso Suikoden*, but rest assured that as soon as we know, you'll know.



YOU COULD SHOP ELSEWHERE ... BUT THAT'D SUCK.








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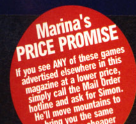


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Computer exchange

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TEAM SCAVENGER'S TRIPLE HELPING

After a phenomenal E3 where they introduced 14 new titles, Team Scavenger are set to take the video game market by storm. Topping the bill are three outstanding games which have already hyped the gaming community into a frothing frenzy!

85% COMPLETE



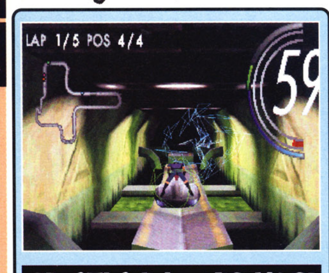



RACING	BY SCAVENGER
OUT AUGUST	1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - GT TEL: 0171 258 3791

SCORCHER

Step into the future of racing with this apocalyptic cyber-bike offering that nods a head to both *WipeOut* and Namco's arcade *Cyber Cycles*. However, Scavenger are also touting the extra level of playability afforded by the all-encompassing force-field that the bikes come equipped with, meaning you are essentially controlling a neon ball of luminous death. Whether it can match *WipeOut 2097* for visuals remains to be seen, but the speed of it all ready made us sit up and take notice.



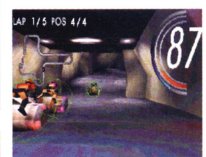
SPECTACULAR VISUALS!

Apart from the obvious quality of detail, the levels come with real 3D collision detection, meaning there's no need to worry about your neon bike glitching horribly when passing near a wall. Couple this with a constant frame-rate of 30fps and an on-screen colour display of 32,768 and you have something approaching racing perfection.





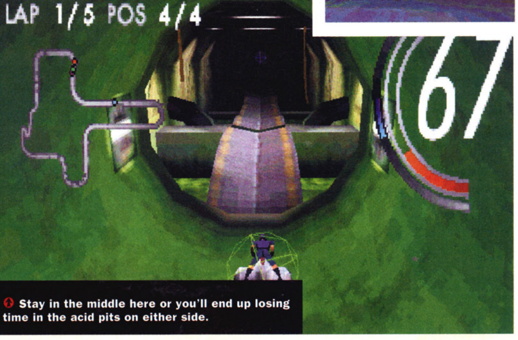




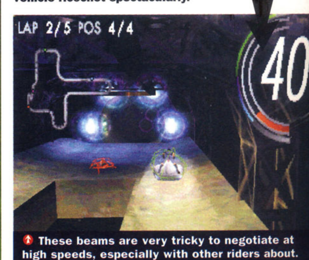


HIDEOUS TRACK CARNAGE!

To prevent pop-up and other unpleasant glitchiness, the team responsible for this mulit-format sensation have created some of the most fiendishly-designed circuits ever. Apart from the sheer sensation of speed, each of the tracks have various road hazards to avoid, holes in the track surface which causing your hapless vehicle to plummet uncontrollably; and vast sprawling pipeways of metal which make your vehicle ricochet spectacularly.



Stay in the middle here or you'll end up losing time in the acid pits on either side.



These beams are very tricky to negotiate at high speeds, especially with other riders about.



85% COMPLETE
PC CD ROM | SEGA SATURN | PlayStation
SHOOTING | BY SCAVENGER
OUT AUGUST | 1-2 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - GT TEL: 0171 258 3791



AMOK



Saturn-bound and looking damn fruity is *Amok*, a land and sea exploration title with constant explosive 3D battles into the bargain. Take to your land-crawler and secure enemy installations (by using the most amount of destructive power you can muster, of course), whilst a smooth and detailed gaming area whizzes past you. Despite the odd pixellation problem, *Amok* is shaping up nicely to be a premiere blast fest with sizable dollops of thought thrown in for good measure.

STAY ON TARGET...

One of *Amok*'s main strengths lies in the controllability of your undersea combat vessel, with excellent on-screen information and a craft that moves to perfectly complement your frenzied joypad wiggling. Also present is a great deal of on-board destructive weaponry, so no matter which foe you face, you can be sure of the correct armament for the job.



It's pretty dark here, which makes it tricky to see anything other than the explosions!



INCOMING ENEMIES...

Another way Team Scavenger have tried to woo prospective punters is by the promise of excellent and intelligent enemies. For example, early levels have your submersible attacked by preying sharks that thrash forward with glistening teeth, only to receive plasma punishment that rips them apart. Instead of dying, the sharks' corpses simply float up to the surface, whilst combat soldiers protest loudly before being split apart – detailed touches showing us that this is another title to watch for.









60% COMPLETE
PC CD ROM
3D ADVENTURE | BY SCAVENGER
OUT SEPTEMBER | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - GT TEL: 0171 258 3791

INTO THE SHADOWS

Our final gaming delight is the Role Playing-inspired PC title called *Into the Shadows*. This really took our breath away, as it features a fully texture-mapped adventurer (complete with a rather tasty-looking two-handed sword) battling away through a gloriously atmospheric real-time dungeon with adventurous overtones. Can this eclipse the mighty *Quake* (and the promising *Deathtrap Dungeon*)? Wait and see...

ENTER A MIGHTY WARRIOR...

Despite our hero wandering with a gait reflecting hideous anal problems and having the added disability of low polygon construction (between 200-350 per character), the motion capture used (to bring both the hero and the orc warriors to life) is very impressive indeed; especially as the whole game runs at a frame-rate of 20fps.



The characters move very realistically. Here, the sword is too heavy for the bloke to lift!

COME ON THEN! I'M HANDY!!

THE SHADOWS ARE ALIVE!!

Not only is the entire dungeon complex kitted out in crisp clean texture-mapped polygons,but also benefits from light-sourcing (just look at the shadows created) and a whole load of interesting objects and gruesome items. Also present are a multitude of baying beastlings from beyond our world of imagination; including zombies, an ogre, orcs and a wizard armed with a dazzling display of pyrotechnics.



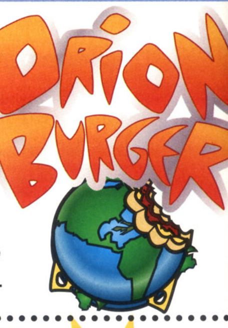

Some old dear scares witless by an alien. Haha.



POINT & CLICK | BY SW | OUT NOW | 1 PLAYER

- PRICE £TBA
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE
- STORAGE - 1 CD
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Well, you can be pretty sure there isn't any British beef in these burgers...



It sounds like such a tasty game, doesn't it? Onion Burger. Yum yum. But on closer inspection, this dish isn't quite what it seems. That word isn't onion, and these burgers aren't your usual bacon-double-cheese variety. This is a game about an intergalactic fast food company, and their patties are made from 100% prime cut human being! If, after that chilling revelation, you're expecting some 90's update of *Burgertime Deluxe* with triple-yolk fried eggs and dalek pepperpots chasing you around, you may be disappointed to find this is a point-and-click adventure. Well, don't be. Developers Sanctuary Woods have taken the usual puzzle-solving fare and turned it on its head with zappy cartoon graphics, a devilish streak of humour and an ingenious plot device that adds a new dimension (the fourth dimension, to be precise) to the gameplay.

PLEASED TO MEAT YOU!

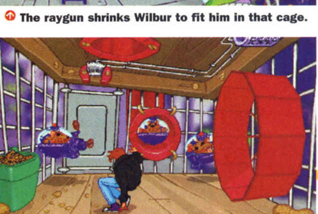
All adventures need a hero, and in this case your main man is Wilbur here. Unfortunately, Wilbur isn't your usual sharp-talking sazzy space secret agent. He's just an average joe, and a dim one at that. So when the Orion Burger Corporation abduct him for an IQ test, to see whether humans are too intelligent to be eaten, things don't look so good for the rest of the race. That's when Wilbur falls through a time warp...


Some old duffer causing trouble. Like they do. He'd be too gristley for burgers anyhow. That pig on the other hand...

DEJA VU

The puzzles in most adventures often force you into a 'save-your-position-and-retry-if-you-die' situation. Not so with *Orion Burger*. The whole point of the repeating day scenario is to allow you to experiment. Fail to perform a task correctly and you can get it right next time around. What's more, there's a 'time progression' factor to the game. You can, for example, only go to the store during opening hours. And only stop the bank robbery if you turn up at the right time. If, however, you realise how to solve a situation after it's passed, you don't have to wade through the whole day until it comes around again. There's an Abduct Me Now! button that sends you to the end of the day, ready for that alien IQ test or another day on Earth!

The raygun shrinks Wilbur to fit him in that cage.





This is Zlarg. The cosmic equivalent of Ronald McDonald.

A Taste You'll NEVER Forget!

©1995 SANCTUARY WOODS

BURGER TIME!

Seen Groundhog Day? If you have, then you'll have a good idea what *Orion Burger* is all about. Wilbur is able to relive the day leading up to his alien abduction, over and over again. And this is where the game gets clever. Sanctuary Woods have created a multi-location model of Wil's home town, Boonsville. Unlike most point-and-clicks, where you can only progress to a new location after completing the last one, *Orion Burger* allows Wil to wander freely around the town, interacting with any events that happen during that time. And he can do this, over and over again. There are parellel storylines happening all over town, and by living each day differently, Wilbur can learn about them all!

FOOD FOR THOUGHT!

At the beginning of the game, Wilbur is clearly incapable of passing the alien IQ test. However, with each repeating day he can learn the skills needed. For instance, one test requires him to play the piano. Something he can't pick up in one sitting. However, by practising the tune each repeating day, he can eventually pass the test!



OX TALES!

Such a complex twisting plotline isn't what you'd usually expect from a computer game. No surprise then, to learn that *Orion Burger*'s script is the work of an accomplished TV plotmeister. Lee Sheldon is his name and he's written scripts for Charley's Angels, a whole season of Cagney and Lacey and a whole season of Star Trek: The Next Generation. And Father Murphy too. Oh well, three out of four ain't bad.

NEXT MONTH... TUCK IN!

We hope to bring you more tasty cutlets from *Orion Burger*. Maybe even the full meal. Eat Milky Ways until then, folks.



FIGHTING | BY SEGA | JUNE RELEASE | 1-2 PLAYERS

- ARCADE, SATURN AND 32X VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE - 1CD
- RELEASE- JUNE
- PUBLISHED BY SEGA TEL: 0181 996 4620

STOP! You may think you've seen this before, but you haven't! This is *Virtua Fighter* using nothing but the PC's own hardware. NO EXPENSIVE GRAPHICS BOARDS! PC owners – you are not going to believe what awaits you this year!!

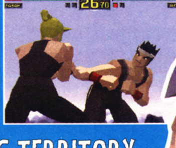
VIRTUA FIGHTER PC

Loyal CVG readers (known as cuggies) may recall that in issue 173 we reviewed Sega's first PC titles. You may also have sneered. For, whilst *Comix Zone, Tomcat Alley* and *Ecco The Dolphin* might have been respectable games for the Megadrive and Mega-CD, they aren't exactly thrilling PC titles. However, for Sega that was merely a test – to find out how a different territory like the PC market operates. Their testing over, Sega are now ready to launch their *real* onslaught on the PC. *Virtua Fighter PC* is just the beginning...

It's not easy to control with the keyboard. You're going to need some joypads.



VF PC runs amazingly fast and even has a better frame rate than Saturn *VF*. It does slow down slightly when in Remix mode, however, you then have the option of lowering the frame rate marginally to keep up the speed.



FAMILIAR FIGHTING TERRITORY

We're not going to go on about *Virtua Fighter*. You know the game, and this is exactly like the Saturn version, even to the extent that the fighters lack fingers. The only difference is that the graphics are at a higher resolution and are much more solid, so there's none of that unsightly glitching that marred the Saturn's first title. The solidity of the characters is most noticeable when you fiddle with the 'pause' options. The view can be spun around the characters and they can be zoomed in amazingly close, with no break up. You can also switch backdrops at any time in a fight AND, best of all, turn textures on, transforming the game into *Virtua Fighter Remix*!



There's no other fighting game on the PC that even comes close.





SONIC CD

History in the making, folks. The first *Sonic* game to appear on a non-Sega machine! *Sonic CD* converted in all its brilliant glory. What you see here IS the PC-CD version.

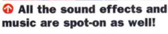


BAKU BAKU

AM3's brilliantly nutty (and carroty and bamboo shooty and bannanery) puzzle game is also up and running. Again, what you see here is the PC-CD version.

PLEASE NOTE! You need a minimum Pentium 75 to run these games. Preferably a P90. They only run through Windows 95 and require 8 Meg of RAM and 60 MBytes of free hard disc space.





All the sound effects and music are spot-on as well!



NOW CHECK THIS OUT!

We know what you're thinking – "So what? *Virtua Fighter* is a near two year old Saturn game." But the fact is, there hasn't been a 3D beat 'em up like this on the PC. The acclaimed *FX Fighter* came nowhere near. Sega have obviously found a way of cleanly converting their Saturn titles to PC-CD. Just look what they have planned for the rest of the year.

JULY
Sonic CD
Baku Baku
Bug!

AUTUMN
Panzer Dragoon
Sonic 3 and Knuckles (on one disc)
Daytona USA
Virtua Cop

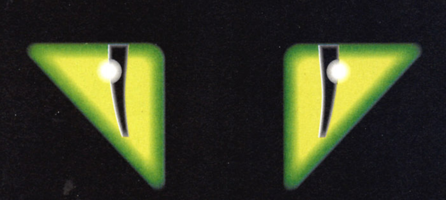
CHRISTMAS
Sega Rally



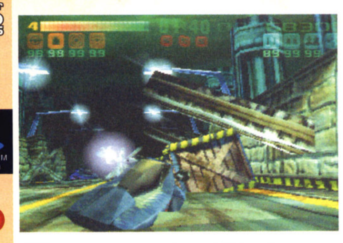
AMAZING EH!

And all this without a Diamond Edge accelerator. We told all you PC owners to wait. Expect more, including first pics of *Daytona* and *Virtua Cop*, soon!


IS BANKING
ALIEN
TO YOU?




ALLIANCE
LEICESTER



75% COMPLETE

PlayStation™

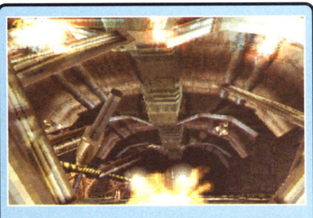
SHOOTING | BY NEON | SEPT RELEASE | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - OCEAN TEL: 0161 832 6633

With graphics that look better than most games rendered intro's, Tunnel B1 is set to redefine PlayStation 3D as we know it!

TUNNEL B1

Take a large helping of Ridge Racer and mix with a portion of Descent. Add a revolutionary 3D graphics engine, a serving of Doom, and bring to the boil on one of the hottest 32-Bit games machines around. A recipe for success? Only time will tell...

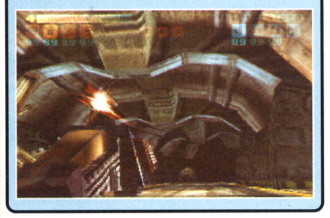






DESCENT WITHOUT WINGS

Tunnel B1 is a futuristic first person perspective shoot 'em up moulded firmly in the Doom explore and destroy tradition. Unlike Doom, however, Tunnel B1 sees the player in control of a hi-tech ground based anti-grav attack ship (the B1) which must be successfully piloted through a vast network of tunnels, roads and chambers, in order to fulfil the various mission objectives.





NEON LIGHTS

Neon are a production team based in Darmastadt, Germany, who have recently signed on the dotted line to develop several titles for British software giants Ocean up until the year 2000. They have three promising games currently in development, including Viper and Vanishing Powers, but it looks like the first fruits of their collaboration will be the all-action 3D blaster Tunnel B1.





▲ Now come on. Have you ever seen anything like this?





GOT A LIGHT?

While the graphics are all pretty remarkable, particular mention must go to the unprecedented lighting effects, which include some of the most spectacular and convincing explosions yet seen in a videogame. A similar high standard is also promised for the sound, with the various stereophonic booms and bangs depending on the player's current location (e.g. echoes inside large halls), and a tense cinematic soundtrack (by Chris Holsbeck) to be included in the final version.





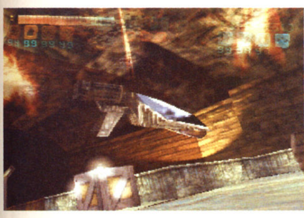
▲ The bigger they, the larger the explosion. Or something.

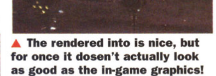


▲ The craft sometimes blow up in segments. Wow.

ITS A REMBRANDT ...

By far the most impressive aspect of Tunnel B1 are the stunning graphics. Pushing Sony's 3D libraries to the very limit, it is clear that Neon have crafted something of a visual masterpiece. The fluidity and speed of the 3D is more akin to a top driving simulator like Ridge Racer than a straightforward action game, and yet here the player can explore the breathtaking environment at their leisure.





▲ The rendered into is nice, but for once it dosen't actually look as good as the in-game graphics!



▲ Shoot the crates to reveal weapons and items.



▲ Take that you Muddy Funster!

ENEMY MINE!

Tunnel B1 features a large number of mechanised enemies for the player to abuse, including gun placements, anti-grav tractors, bomb dropping skimmers, helicopters and huge assault tanks. Being a driving game (sort of), nearly all the adversaries you face in Tunnel B1 are vehicle-based. So machine parts and shrapnel (as opposed to blood and guts) are definitely the order of the day. Thankfully, the debris ridden explosions presented in Tunnel B1 are at least as satisfying as the corpse mutilation offered in titles like Doom, and far more spectacular with it. So carnage fans are well catered for.







▲ This tank is among the most fearsome of Tunnel B1 opponents. But its dead slow. So drop a few bombs and run for it!

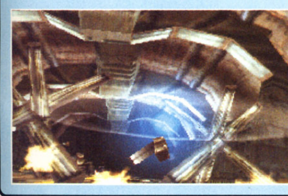




▲ These grenade turrets lob explosives at a fixed point. So, you know, don't go there.

LOAD HEAVY!

As with any blaster worth its salt, Tunnel B1 possess a fine range of destructive ordinance which can be collected throughout the game simply by destroying the wooden, metal and radioactive crates that lie dotted about the many landscapes. These take the form of two main weapon types: RED (flare, bomb, plasma blast and mini nuke) and GREEN (chain gun, ion cannon, stinger and 'wideboy' missiles). The green arsenal forms the mainstay of your offensive front, featuring the more commonly used (and located) weapons, while the red arsenal is best reserved for specific occasions. Power-ups for all of the green weapons can also be located, thus doubling (and in the case of the chain- gun, tripling) the firepower capabilities of your craft.





▲ The 'wideboy' missiles!



▲ Swish! Kaboom! Tinkle!



FREEWAY B1?

Despite Tunnel B1's distinctive monicker, not all the action takes place in tunnels. In the eight level demo we played, the first two stages revolved around a network of open air streets, with only the more difficult later levels plunging the player into the trademark claustrophobic tunnels. The mission objectives vary from level to level, but normally they involve either the destruction of a specific set target or a race against the clock (or both!).



NEXT MONTH... KABOOM!

If all goes according to plan (and hey, doesn't it always) we should receive the complete version of Tunnel B1 in time for a full review. After this incredible demo expectations are running pretty high, but for the final verdict you'll just have to tune in...

Import Stuff

Yep, it's Nintendo 64 month folks, as we finally see it launched in Japan. But what good is that to us, with no UK release date as yet announced? Well, if you're anything like us, you may well be considering an import purchase...

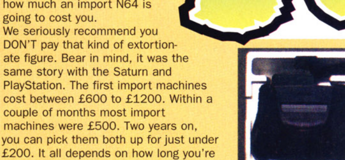
If you're a regular reader of CVG, you should have at least some clue about the 'import scene'. Months before a game gets its UK release, we often cover the already-available Japanese or American versions of the game. For some of you, this parallel universe of games releases may make perfect sense. For others though, the continual references to NTSC versions, PAL borders and 17.5% slowdown, may well leave you perplexed, wondering what you're missing out on. With a UK release of the Nintendo 64 looking unlikely until next spring (that's OUR expert opinion, anyway), the only option for the more eager N64 groupie is to consider an import one. For those of you who've never entered the 'grey import' market before, this might seem like a daunting prospect. So what better time for CVG to offer a guiding light into the world of imports, and, while we're at it, clear up some of the more confusing points about the differences between official and import games.



THE NEXT BIG THING!

Rest assured, right now importers are desperately putting in their orders for Nintendo 64s. As many as they can get hold of! You can guarantee though, they won't get many in, so DEFINITELY expect high prices. We've done some investigating and can tell you that most reputable importers claim to be expecting machines on the launch day – June 23rd (although we'd realistically add a week to that). Prices have been quoted at £800 to £1500. Yep, that's how much an import N64 is going to cost you. We seriously recommend you DON'T pay that kind of extortionate figure. Bear in mind, it was the same story with the Saturn and PlayStation. The first import machines cost between £600 to £1200. Within a couple of months most import machines were £500. Two years on, you can pick them both up for just under £200. It all depends on how long you're prepared to wait.

The Japanese N64. Out on June 23rd. Priced at Y25,000. That's £170.



The US N64, set for a Sept 30th release. Price: $250. That's about £175.

Look! LOOK! That's what 'YOUR' N64 could look like in its box. If you spent £1000 on it. Wait a few months.



THE GAMES!

At the time of going to press, no importers were able to give us a set price for N64 games, although some estimated £100 (and we'd judge that to be a minimum). At the end of the day, it all comes down to how many they can get and how much demand there is.



SUPER MARIOKART R

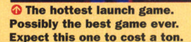


SNES Mariokart is the biggest-selling game ever. The sequel is going to be in demand.

SUPER MARIO 64







The hottest launch game. Possibly the best game ever. Expect this one to cost a ton.

ZELDA



STARFOX



Hopefully prices will have eased slightly by the time this game arrives.

FORKING OUT!

There's a price to pay for the privilege of getting games before they're released in this country. And that price is... money. A lot of it. Importers can charge extortionate prices for the latest killer games and you've got to be prepared to shop around for the best prices. To give you a better idea of how prices can vary, here's how much the current 'hot' import titles are clocking in at.



One of the newest *PS releases in Japan*. Jumping Flash 2 is demanding anything up to £80 at the moment. You get the original *Jumping Flash* packaged with it, though.

SATURN

Vampire Hunter	£50 - 70
Gun Griffon	£55 - 70
King Of Fighters '95	£70 - 80
Legend Of Thor	£60 - 70
Victory Goal '96	£60 - 70
Street Fighter Zero	£55 - 70
Guardian Heroes	£60 - 70

PLAYSTATION

Tekken 2	£70 - 80
Bio Hazard (Resident Evil)	£60 - 75
Jumping Flash 2	£70 - 80
Namco Museums	£40 - 70
Street Fighter Zero	£70
Darkstalkers	£70 - 75
Return Fire	£55 - 70

SUPER NES

Super Mario RPG	£70 – £100

IMPORTANT! THINGS TO BE AWARE OF!

1 TV COMPATIBILITY!

When buying a Japanese or American games machine, make sure you've got an NTSC compatible TV! If you don't understand what we're talking about, all you have to know is what kind of inputs your TV has. If you only have a standard RF aeriel input, it's not good enough. You need a 21-pin Euroconnector socket (rectangular-shaped). Note: a scart socket, which looks the same, is not necessarily correct. It must be Euro AV-compatible. Your instruction manual should tell you this.

2 THE RIGHT LEADS!

Japanese consoles come packaged with a TV lead that ends in three seperate plugs (one for video, two for stereo). Some TVs have inputs for these. Most don't. Make sure the importer you buy the machine from provides a lead that connects to a Euro AV socket. Sometimes they wire a ribbon-cable with the plug on, directly into the machine. Providing this is done well, it's fine.

3 POWER SUPPLY

The Japanese use a different power supply too, so make sure your importer includes a step-down convertor with your machine. This converts the 240V UK power supply to 100V for the Japanese machine. It normally looks like a large metal box connected to a normal 3-pin British plug. Whatever you do, never plug a British power supply straight into a Japanese machine. You'll blow it up! Trust us, we know.

KIRBY

Kirby is going to be released on N64 after all. This one could be popular.

WAVERACE

Having undergone a major transformation, this is part of the US launch line-up.

WEIGHING UP THE ODDS!

Is it really worth going to all that trouble? Check out the pro and cons and decide for yourself...



THE PROS



1. You get the machine and games long before anyone else.
2. The games run the way they were intended. Full speed, full screen.
3. The Japanese packaging is better! (colourful manuals, ace illustrations). Note – US packaging is always 'The Worst' though!
4. You get the uncut, uncensored versions of games. Have you seen Japanese Bio Hazard? Talk about gore!

THE CONS



1. You have to pay through the nose for everything.
2. Japanese games are sometimes too incomprehensible to play!
3. Once the official machines come out, import software gets harder to find. This happened with Megadrive and SNES. Not yet with PS and Saturn, simply because the games still come out in Japan so much earlier.
4. Your machine isn't compatibie with official software (see conversions).
5. No manufacturer's warranty! Make sure the importer gives you at least a one year guarantee.

CONVERSIONS!

One final point. UK, Japanese and US machines are never compatible with each others games. You can guarantee this will be the case with N64 too. Importers do, however, perform conversions, allowing machines to play all games. There are also Datel convertors which do the same. Note though – these convertors do not change the game speed on Saturn, so UK games on a Jap machine run too fast. And Jap games will run slower on a UK machine. Therefore, ask about having speed switches fitted too!

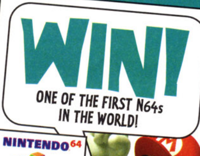


Play Jap games on a UK Saturn and the screen squashes like this, with 17.5% speed loss. With PS, the machine automatically switches to the game's format. So Japanese games play at Japanese speed, even on a UK machine, providing it's fixed to play the game.



Import-ant Stuff

WIN! ONE OF THE FIRST N64s IN THE WORLD!



Yep, play your cards right and you won't have to pay £1000 to get your hands the most wanted gaming machine on Earth. In fact, you won't have to pay anything. You'll have won one, see! Plus, we'll throw in a copy of red-hot launch game, Mario 64! All you have to do to become the duke, the pimp, the D-pad daddio of your district, is invent a new power-up for Mario that transforms him into something new. What does the power-up look like? What effect does it have on Mario? SHOW US!! When you've done that, just answer this tie-breaker question. *How did Yoshi acquire arms to steer his Mariokart?* Use your imagination! And send your entries to: **YOSHI USES HIS OWN EGGS IN HIS COOKIES COMP, CVG, Priory Court, 30-32 Farringdon Lane. London EC1R 3AU. Get your entries in by the 23rd of July!**



CONTACTS

Here's a selection of game import shops to help you get started. Ads for others can be found throughout our magazine.

COMPUTER EXCHANGE

**32 RATHBONE PLACE
LONDON
W1P 1AD
TEL: 0171 636 2666**

**Estimated N64 price – (£800 - £1500)
Conversion cost – Saturn Datel adaptor (£30), PS switch (£75)
Game prices – reasonable for Saturn, expensive for PS**

COLIN DIMOND CONSOLES

**16 THE IRON MARKET
NEWCASTLE
STAFFS
ST3 1RF
TEL: 01782 717783**

**Estimated N64 price – (£250 deposit must be sent on first week of arrival)
Conversion cost – Sat Datel adaptor (£60), PS switch (£60)
Game prices – quite expensive**

OTAKU (MAIL ORDER ONLY)

**PO BOX 9573
LONDON
SE23 3ZF
TEL: 0181 699 2199**

**Estimated N64 price – £800
Conversion cost – not available
Game prices – quite expensive**

VIDEO GAME CENTRE

**838 WINBOURNE ROAD
BOURNMOUTH
BH9 2DR
TEL: 01202 527314**

**Estimated N64 price – unconfirmed
Conversion cost – doesn't do Saturn, PS switch (£30)
Game prices – reasonable for Saturn, some reasonable PS deals.**

ACE CONSOLES

**CARNABY STREET
LONDON
WC1
TEL: 0171 439 1185**

**Estimated N64 price – unconfirmed
Conversion cost – Sat switch (£55), PS switch (£95)
Game prices – reasonable for Sat, slightly pricey for PS**

CHECKPOINT

The month's events and software releases at a glance. **June-July**

Ah, summer's here once again. Not that you're going to get any sun. Except when you pop down the shops to get the hottest games featured in this month's checkpoint.

Summer is normally a quiet time for new releases, as most software companies have either pushed their games out over Easter, or are holding back for the pre-Christmas build-up. It's all a bit different this sunny season though, as most of said Easter releases have slipped back. Which means we've got a number of exciting titles still to look forward to.

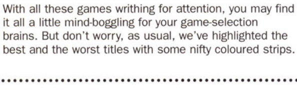
Saturn-wise, *Guardian Heroes* is finally going to hit the shelves. And best of all, *Ultimate MK3* is scheduled for release 'sometime' in June. The bad news though, is that we've now got to wait until the 12th of July for an official release of *Night Warriors*. And that's providing it doesn't get pushed further back!

On the PlayStation front, the hottest title has to be Konami's *International Track And Field*. Take it from us, this game is going to be HUGE! The awesome looking *Tunnel B1* is also scheduled for release on the same day. Although, considering only a very early version has been revealed, we can't see that happening somehow.

PC owners can finally get their hands on Mircroprose's *F1 Grand Prix 2* this month (we hope!). And Bullfrog's potentially incredible *Dungeon Keeper* (on all formats!) is currently scheduled for appearance.

Super NES owners looking closely, may notice *Super Mario RPG* in there. Don't get your hopes up though. While it is still on the retail release schedule, the official word is that it is DEFINITELY NOT coming out in the UK.

With all these games writhing for attention, you may find it all a little mind-boggling for your game-selection brains. But don't worry, as usual, we've highlighted the best and the worst titles with some nifty coloured strips.



Yep, it's yet another Checkpoint opportunity to win some of the hottest games of the year. All thanks to HMV, Sega, Virgin and US Gold.



Treasure sure know how to make a way-out OTT beat 'em up. Plenty of big swords and creatures to hack up with them, that's all you need. Well, it's all we need. Design us the mightiest sword you can think of. And give it a name! The most magnificent creation wins.

RESIDENT EVIL ON PLAYSTATION

You cannot kill what does not live, but you can win it for the second month running.

All you have to do, is describe to us the most original way to destroy the undead. Accompanying pictures of ingenious contraptions are welcome too.

DUKE NUKEM 3D ON PC-CD

We reckon 'Da Duke' could well be even better than the forthcoming *Quake*, thanks to the mad-cap inventiveness of the whole weaponary. Prove you're worthy of such genius by creating a *Duke Nukem* utility belt-packed with essential survival accessories.

Send entries to:
CHECKPOINT #176 FREEBIES,
Computer And Video Games,
Priory Court, 30-32 Farringdon Lane,
London EC1R 3AU

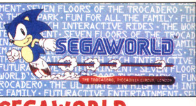
NINTENDO 64

June 23rd (Japan)

Whilst rumours still abound that the Nintendo 64 is not going to surface until September, the official launch date is still set for this month. LOOK! Here, just to prove it, is the advert currently appearing in the Japanese press. This is by far, the most-hyped, most-awaited console launch ever and for just 25000 yen (£170-180), you could have this breakthrough machine. If you live in Japan. Importers over here are bound to be charging considerably more. Which is why we've looked into the whole import scene to find you the best deal. Just turn back one page.







SEGAWORLD

August

Just beyond the events of this month awaits one of the most exciting upcoming events in UK gaming scene. The opening of the Segaworld at The Trocadero in London. As featured in last month's issue, this is the largest indoor theme park IN THE WORLD! With six different gaming zones styled to resemble areas from the *Sonic* games, The Rocket Escalator (the tallest surface escalator in Europe), and every major coin-op in existence, plus six interactive 'rides' – all spanning seven storeys – this is going to be a gaming fortress. Watch this space.

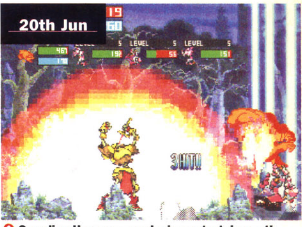


It's gonna be like the city out of Logan's Run! Without the mass culling of citizens, of course.

KEY: **Red** It's hot, so buy it! **Blue** Avoid like the plague!

GAME NAME	COMPANY	FORMAT
6th June		
Euro Championship '96	Sega (Gremlin)	Saturn
Virtual Open Tennis	Acclaim	Saturn
14th June		
AH-64D Longbow	EA	PC-CD
Impact Racing	Virgin	PlayStation
Shockwave	Assault	EA Saturn
Virtual Open Tennis	Acclaim	PlayStation
Worms	Ocean	Super NES
17th June		
Sampras Tennis Extreme	Codemasters	PlayStation
20th June		
Guardian Heroes	Sega	Saturn
21st June		
ATP Tennis	Ocean	PlayStation
Prowler	EA	PlayStation
StarFighter 3000	Telstar	PlayStation/ Saturn
28th June		
Blackfire	Virgin	Saturn

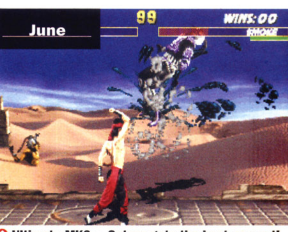
GAME NAME	COMPANY	FORMAT
Criticom	Virgin	Saturn
Dungeon Keeper	EA	PC-CD
F1 Grand Prix 2	Microprose	PC-CD
Ghen War	Virgin	Saturn
International Track And Field	Konami	PlayStation
On-Side	Telstar	PlayStation
Road Rash	EA	Saturn
Tunnel B1	Ocean	PlayStation
Waterworld	Ocean	Saturn
SuperKarts Plus	Virgin	PlayStation
June (no set release date)	•	•
Actua Tennis	Gremlin	PlayStation
Aquanauts Holiday	Artdink	PlayStation
Beyond The Beyond	Sony	PlayStation
Castlevania	Konami	PlayStation/ Saturn
Dawn Of Darkness	Ocean	PlayStation/ Saturn
Defcon 5	GT Interactive	Saturn
Frank Thomas Big Hurt Baseball	Acclaim	PlayStation/ Saturn
Galaxian 3	Namco	PlayStation
Hexen	GT Interactive	PC-CD (Win 95)
In The Hunt	THQ	PlayStation/ Saturn
Loaded	Gremlin	Saturn
Museum Piece 1	Sony	PlayStation
Primal Rage	Time Warner	Saturn
Raging Skies	Sony	PlayStation
Silverload	Psygnosis	PlayStation
Super Mario RPG	Nintendo	Super NES
Striker	Acclaim	Saturn
Swagman	Core	PlayStation/ Saturn
Toshinden 2	Sony	PlayStation
Ultimate Mortal Kombat 3	Panasonic	3DO
Ultimate Mortal Kombat 3	GT Interactive	Saturn
William's Arcade Greatest Hits	GT Interactive	PlayStation
2nd Quarter (from April to June – no set release dates)		
3D Baseball	BMG	Saturn
11th Hour	Virgin	3DO
Actua Golf	Gremlin	PlayStation/ Saturn
Atlanta Games '96	US Gold	PlayStation/ Saturn
Slam 'N Jam	BMG	Saturn
Chronicles Of The Sword	Psygnosis	PlayStation
G Police	Psygnosis	PlayStation
Hardball 5	Time Warner	PlayStation
Lemmings 'Platform'	Psygnosis	PlayStation
Motor Toon GP 2 Sony	PlayStation	
Olympic Soccer	US Gold	PlayStation/ Saturn
Parasite	Psygnosis	PlayStation
PO'ed		Time Warner PlayStation
Prime Goal Euro Challenge	Namco	PlayStation
Return Fire	Time Warner	PlayStation/ Saturn
Split Realities	Virgin	PlayStation/ Saturn
Spot Goes To Hollywood	Virgin	PlayStation/ Saturn
Time Commando	EA PlayStation	
Wing Commander 3	EA	Saturn
3rd July		
Mechwarrior 2: Mercenaries	Activision	PC-CD
6th July		
3D Lemmings	Psygnosis	Saturn
Destruction Derby	Psygnosis	Saturn
Discworld	Psygnosis	Saturn
Fade To Black	EA	PlayStation
Impact Racing	Virgin	Saturn
Need For Speed	EA	Saturn
Shining Wisdom	Sega	Saturn
Spacehulk	EA	PlayStation/Saturn/Win 95
Time Commando	EA	PC-CD
Viewpoint	EA	Saturn
12th July		
Night Warriors	Virgin	Saturn
14 July		
Dungeon Keeper	EA (Bullfrog)	PlayStation/ Saturn
15th July		
11th Hour	Virgin	PlayStation
17th July		
Cheesy	Ocean	PlayStation



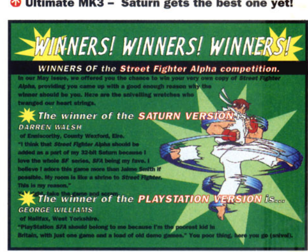
Guardian Heroes – explosive entertainment!



Track And Field – a multi-player fiesta!!



Ultimate MK3 – Saturn gets the best one yet!



WINNERS! WINNERS! WINNERS!

WINNERS OF the Street Fighter Alpha competition.

In our May issue, we offered you the chance to win your very own copy of *Street Fighter Alpha*, providing you came up with a good enough reason why the winner should be you. Here are the snivelling wretches who twanged our heart strings.

The winner of the SATURN VERSION is...

DARREN WALSH of Enniscorthy, County Wexford, Eire.

"I think that *Street Fighter Alpha* should be added as a part of my 32-bit Saturn because I love the whole *SF* series, *SFA* being my fave. I believe I adore this game more than Jaime Smith if possible. My room is like a shrine to *Street Fighter*. This is my reason."

Yeah right, take the game and scram.

The winner of the PLAYSTATION VERSION is...

GEORGE WILLIAMS of Halifax, West Yorkshire.

"PlayStation *SFA* should belong to me because I'm the poorest kid in Britain, with just one game and a load of old demo games." You poor thing, here you go (snivel).



BIG THANKS GO OUT...

... to the supreme HMV for supplying us with all the release dates seen on these pages. These dates are as up-to-the-minute as you can get. However, as tends to happen, they can often change without notice. Neither CVG or HMV can be held responsible for any changes that happen after the magazine has gone to press. If you want to blame someone, ring up the software company and give them a mouthful.



computer and video games SUBSCRIPTIONS

SUBSCRIBE TO CVG AND RESCUE PREHISTORIC PAUL!

Please, do not flee. I mean you no harm. I was once of flesh, like you.

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The fact that Computer and Video Games is Britain's biggest selling and most informative games magazine is no fluke. Here we employ the most experienced games journalists on Earth. None more so than able editor Paul Davies. You see, Paul is actually a 30,000 year old member of an ancient race known as The Molgors. For ten milleniums he lived a secret existence deep beneath the Earth's crust. Together with his Molgor brothers, it was his time-honoured duty to refresh the Earth's core with his faeces. But one day, he wandered far from his catacomb home and found *the surface*. Since then, costumed as a human, he has mingled with us, using his incredible mathematical prowess and ability to levitate fruit to guide CVG. But recently something has gone wrong. Away from his people, Paul has been unable to sing to the Molgor Stone. Without its mystic rays, he is reverting to his evolutionary state, that of cashew nut.

TIME IS SHORT! WE MUST FIND THE LOST CITY OF MOLGORS!

Even as we write, Paul's arms and legs have reverted to root form. His mouth is little more than a cleft in the nutty surface and his eyes are like small currants. Only the long cashew nut shape of his head is still recognisable. And yet, if we hold our heads close to his pram we can hear a voice. "return... me... to the... molgor stone pleeeease". This is where you come in. Tom Cox is constructing a giant burrowing machine so we can get Paul to the stone. But only the money from your subscriptions can provide us with the money for the giant thrangdinium drill-head. For your help, we'll provide you with 12 issues of CVG for the price of 10. ("but... for Molg's sake... hurry! – Paul").

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AND ME!

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ISSUE No. 177
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PLUS: MORE AS YET UNSEEN E3 GAMES

Dear News Vendor.
Would you be so kind as to keep me a copy of Computer and Video Games Magazine each month so I don't miss out on my bestest games mag. Ta.

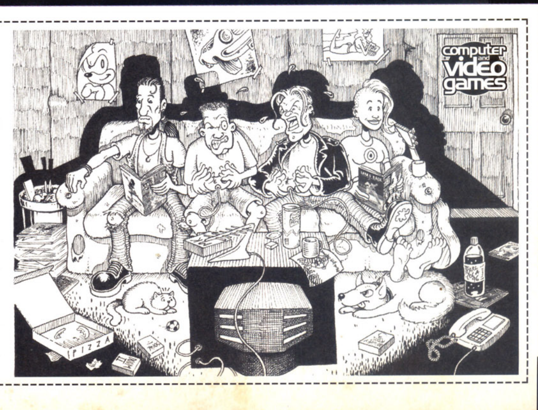


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Perhaps when Capcom dreamed up the name for this game, they were trying to tell us something – that when you buy *Resident Evil*, it's as if a thing posessed has been invited into your home.



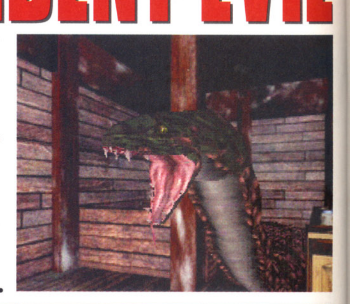
RESIDENT EVIL





Shoot this half-dead zombie before he reaches your ankles!

Just know this: Nothing can prepare you for the terror contained in *Resident Evil*. You may tell yourself that a bunch of zombies and mutants are merely entertaining content for a video game. No doubt impressive too. And from the screenshots the mansion looks "well drawn", and could be judged as suitably "atmospheric". You're a connoisseur. You have a good idea of what to expect from detailed polygon models, brought to life with skillful motion-capture technique. You anticipate that the supporting soundtrack is worthy of the presentation too. In all this your confidence in high expectations from Capcom is rewarded. Yet their game's overpowering strength lies with its power to shock to the core. Fear is intertwined between every twist to this gruesome tale. And as the plot unravels, it gets harder to hold yourself together. Compared to this, Hell Raiser is like a Muppet movie.



WHAT MANOR OF HORROR IS THIS?

Resident Evil is described by Capcom as a Survival Horror game. Surviving that horror depends on your dexterity and decision-making skills with one of two elite armed-forces personel: Chris Redfield, or Jill Valentine. They are members of STARS (Special Tactics and Rescue Service), and form part of the Alpha team who are called to investigate a series of bizarre murders that have taken place in the mountains which surround Raccoon City. This is STARS' second foray into that bleak area, having lost all contact with Bravo team in the first instance.



Black and White film footage of Redfield and Valentine's party shows the discovery of the wreckage, then the horror of being attacked by the dogs. For the Western market, the copious amount of blood is spliced from the edit, along with the stump of the fallen Bravo agent's wrist. So now you can eat while enjoying the suspense...



The stories are true...



victims were eaten...



by these dogs! Run for the mansion!



Hmm. It looks nice and warm in here...



Upon locating the scattered remains of Bravo team's helicopter, and subsequently the severed hand of an unknown victim (still clutching a gun), Alpha team are set upon by wild dogs displaying unnatural strength and chased into an old abandoned house.

MORBID MUSOS' FEAR GENERATION

Even when motionless, with Chris or Jill standing in an empty room, the terror of *Resdent Evil* is overwhelming. Reason being that the music is clearly saying "do not go any further if you value your life". Macabre strains permeate the atmosphere like a foul stench, grabbing players with icy fingers at the back of the neck, and draining the blood from all limbs. Most clever of all is the way Capcom use silence between times, so all that is heard is the drumming of heavy boots on the floor. That and the scrape of a zombie's rotten leg, or ominous padding of canine paws. Outside, crickets chirp in the bushes, and wolves howl in the dark beyond. It's uncontrollable how the sound content in *Resident Evil* causes fear to well up inside. So much so that there are times when you feel choked by it.

HIT THE GROUND RUNNING

If you already own *Alone in the Dark* for your PlayStation, you have a pretty good idea of how *RE* is structured – athough Capcom's game is superior in every respect. So for the benefit of all, here's a breakdown of the gameplay.

BEHIND YOU!
ACTION

To keep everyone happy, and on a razor's edge, the largest proportion of *Resident Evil* gameplay is 'Kill Or Be Killed!' Throughout their mission, Chris and Jill are stalked by the monsters created by one huge pharmaceutical disaster. Players must learn what weapons are best used against which foes, while developing nifty footwork to escape when necessary.







TIT FOR TAT
OBJECT EXCHANGE

Most of the time that our heroes are wandering about, they're looking for somewhere to deposit some object they've found to exchange it for another, or even simply to trigger a switch that helps them in some other way. The most outstanding examples are the four crests, required to open the doorway to the outside world. Once returned to their place, the catch is sprung.





YOU DON'T SAY!
FACT FINDING

Once a safe area is cleared, there is time to make sense of the immediate surroundings. So Chris or Jill set to work rifling through old files, looking for crucial leads that would help their mission succeed, and be compact eneouhg to carry around at all times for reference. Maps fall under this category, as do assorted written documents which are first read then sorted in files.



▲ Explored rooms are shown in green and your location is in red.

WE ARE S.T.A.R.S.

The difficulty level of *RE* is governed by the choice of character. Players requiring a lot of support tag along with Jill. Those with nerves of steel and lightning reflexes – not to mention a great deal more patience – adopt Chris.

JILL VALETINE

Ready armed with Beretta Pistol, and Lock Pick, Jill is ready for action from the start. Though her constitution is less capable of withstanding physical abuse, her wit and popularity with certain team members (namely an over-protective Barry Burton) gives her the advantage over Chris. So straightaway Jill has access to areas, and contents of storage devices that Chris takes time locating the keys for. Also, Jill has room to carry eight items which saves to-ing and fro-ing, and makes room for First Aid of some description.

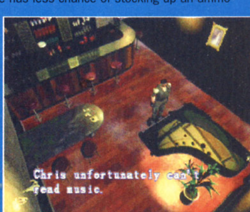


▲ Chris Redfield is restricted at first by having no firearm, or means to unlock doors. But he's tougher than Tom Cox!

Jill Valantine has the advantage of a good brain, better inventory, and timely assistance from friends!

CHRIS REDFIELD

As a member of the Weapons Division, Chris has a better aim than Jill. Which is essential because he has less chance of stocking up an ammo – he only has a Combat Knife to begin with! His hardy frame is more resilient to damage, but this braun detracts from his brain power. Consequently this officer is at the mercy of others to perform tasks which involve any complex thinking. Most stressful of all for the player is that Chris only has the capacity to carry six items at one time, which requires a lot of planning ahead.





UNDER THE SAME UMBRELLA

It is soon learned that all the diabolical goings on in this place are the work of the Umbrella pharmaceutical company. The mansion, with its extensive grounds, is one big Bio-research centre gone bad. Chemicals used in experiments have had strange side effects on every living thing – including plants and animals. Victims fall into two distinct categories:

RE-ANIMATED

MUTANTS



△ **Umbrella Employees**
How they died is a mystery – this you can worry about later! Meanwhile just make sure they don't get too close, as they have an appetite for human flesh. Projectile vomiting is another party trick of theirs.

△ **Snakes**
Slither across the floor at speed, and strike out with their venomous fangs at passers by. A Flame Thrower is useful against them, but evasion is a wiser tactic – as some are destroyed, more drop down from higher places.

Ravens
These are fun to destroy whichever method you choose, as they squak to their death amid a flurry of feathers. They attack in numbers however, so it's a mistake to just wade in there. One shotgun blast can take a few down at once.

Doberman Hounds
These go straight for the throat!. In doing so they scamper around in an erratic fashion which makes them tough to hit. Try to keep them pinned with the Beretta, catching them as they raise themselves from the ground.

△ **Giant Snake**
Should the snake get Chris or Jill for good, their final moments are spent being swallowed whole. Thankfully this is not a constrictor, though the huge coils are impossible to step over. Sink bullets into any part of its body you choose.

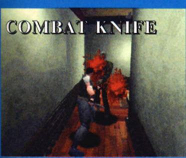
Plants
If these things were just bushes, and sat there looking angry, our task would be a whole lot easier. Only they've got tentacles, which reach out to strangle victims. The largest variety are so strong they can pick people off the floor.

Giant Spiders
We're sure that there's going to be some people wanting to put down the Sony controller and run upon seeing these move! They're poisonous – of course – and once they are blown to pieces, tiny babies scuttle from the remains. Yaaagh!

Lizard Men
Encountered once Alpha team have infiltrated the guardhouse. Huge bulks stalking about on tip-toe, screeching and leaping high into the air as they go for the kill. Armour piercing bullets are needed to stop them dead.

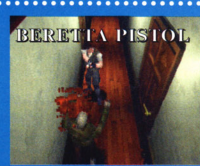
BRINGING REST TO THE WICKED

With so much tension in the air, you'll be happy to know that there are so many means of immobilising your enemy. In keeping with the realistic theme, most weapons are range effective – the closer the ghoul, the more damage it sustains. On the entertainment note, all sound effects sound 100% satisfying, as we shall detail for you here:



COMBAT KNIFE

▲ Makes a whince-inducing "snick". Once Jill and Chris are toting firearms, it is stowed away. But there are occasions when this is the only tool for the job.



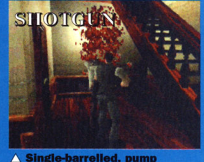
BERETTA PISTOL

▲ 'My first real weapon'. Sounds off with a loud, dull crack. Surprisingly effective under most circumstances.



MAGNUM

▲ Blam! One carefully aimed shot can down even the strongest of foes. Players must solve a riddle before obtaining this piece, and ammo is in short supply.



SHOTGUN

▲ Single-barrelled, pump action. Stand up close to zombies and blow their heads clean off in a fountain of gunk. Good against spiders too.



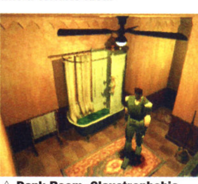
△ Hallway. One of the smaller halls in the mansion, and one which is regularly used.

NOWHERE TO HIDE

Here's an at-a-glance reference page of locations in and around Raccoon Mansion.



△ Courtyard. Dobermans and snakes make a breath of fresh air seem like a terrible idea.



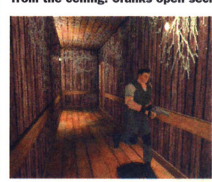
△ Dank Room. Claustrophobia looms as the STARS team search the shadows for clues.



△ Red Corridor. Home to the initial batch of zombies. Typifies your early experiences in terror.



△ Underground Tunnel. Lizard men patrol in twos, and snakes fall from the ceiling. Cranks open secret passageways.



△ Guardhouse. Overgrown with strange vegetation. The deathly music here is almost too much!



△ Library.Avoid being trapped between bookshelves, for fear of being surrounded by zombies!

VAT (VALUE ADDED TORTURE)

To heighten the drama, video clips are introduced. In the very beginning, a zombie is seen munching on the body of a Bravo team member. Later on, players adopt the viewpoint of SOMETHING as it hurries after your character, across rivers and down corridors at an inhuman pace. Such sequences are rare, but all the more effective because of it.





▲ It's Richard from Bravo team. He was a lovely man... Anyway, nick his stuff and go blow up some animals' heads!

COMMENT

We got our first look at *Resident Evil* at the end of last year, when only a few rooms had been programmed in. It was scary even back then! We've been following the new versions of the game right through development, and each time it gets scarier! It's very much like a real interactive movie, and it's far more playable than most of the games that go under that label. Right from the beginning, the slightly dodgy plot draws you into the game, and within a few minutes you'll have been shocked enough to need to take a quick breather! Though some programming teams may just slap a game together quickly to go with the shocks, Capcom have put everything in to make a fantastic game as well as a fantastic experience. Some people won't find the game very hard, as a lot of the puzzles are self-explanatory, but it'll take most people a fair while to do – and it's very different depending on whether you're using Chris or Jill. It's more frightening than many films, and it's more fun than many games – genius!

ED LOMAS

FRIENDS IN DRIER PLACES

Away from the chaos are a series of Sanctuaries, in which players get the chance to breath a huge sigh of relief, and record their character's progress. However to do so requires an ink ribbon for use with a typewriter, and these are on a strict ration. Also there to make good use of is an Item Box. Place anything you wish to store for later use in here, and it is conveniently found to exist in *any* Item Box located *anywhere* in the mansion.



▲ Record your game by using the typewriter.



▲ Store up to 48 items in this special box.

REVIEWER

This isn't so much a game, or something that you feel comfortable saying you've played. *Resident Evil* is more of a harrowing experience which you feel proud to have endured, laughing at the face of death all the way. In truth I am at a loss for words to describe the impression this title has made on me. At first I told myself that no 'game' with this quality of content could last beyond a couple of hours before reaching its climax. I was wrong. After the first shocking incident, I thought to myself that I was then prepared for anything. Then found that I wasn't. Moreover the number of times I have found myself clenching my teeth in real trepidation since that time I cannot count. These feelings you will know all too well once you begin your own trip down *RE*'s corridors. On a purely functional basis, I find that there is nothing to fault this title for. Created any other way, it's hard to imagine how Capcom could have managed the same overall effect. Both Jill and Chris respond instantly to commands, and their restrictions enhance player involvement as opposed to limiting it – they walk slowly backward, and take time recovering between gun shots or knife swipes. It all adds to the tension. Every part of this title is created to induce a feeling of terror – from the colourscheme, to player perspective, through to the unsettling movement of all foes, and the claustrophobic nature of the many puzzles. All the while your mind will be screaming "get me out of here", but at the same time you will be wanting for more. *Resident Evil* is, and will always be remembered as, totally awesome – the one game that truly makes you want to scream.

PAUL DAVIES



▲ It's not worth bothering to shoot the sharks here. Just drain the water out... then shoot them!



▲ It's a good idea to kill this guy before he gets on your neck, otherwise you'll end up like Chris on the right. Which isn't good at all.







Capcom depart from their usual beat 'em up strategy and deliver one of the most incredible gaming experiences ever. Real scary too!



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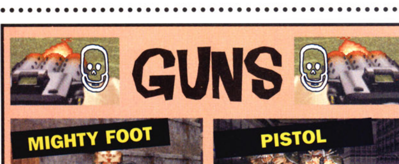
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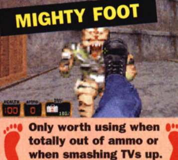
DUKE NUKEM 3D

Can anything ever be better at being *Doom* than *Doom*? Maybe...

Duke Nukem may be known by old people as a character from a rubbish *Operation Wolf*-style coin-op, but from now on he's going to be thought of as the man who took on *Doom*! The shareware version of *Duke Nukem 3D* has been available for quite a while now, and the programmers have constantly been adding new features at the request of the fans, meaning that the full, registered version is about as good as possible. And if you don't like something about it, just change it yourself! Using sprites instead of *Quake's* 3D items may sound like a silly idea, but it means that the game moves faster and smoother than any 3D shooter so far. Wow!

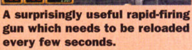


MIGHTY FOOT



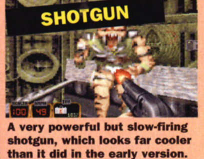
Only worth using when totally out of ammo or when smashing TVs up.

PISTOL

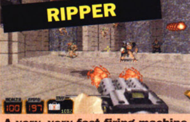
A surprisingly useful rapid-firing gun which needs to be reloaded every few seconds.

SHOTGUN



A very powerful but slow-firing shotgun, which looks far cooler than it did in the early version.

RIPPER



A very, very fast firing machine gun which can clear whole rooms in seconds.

RPG



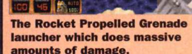
The Rocket Propelled Grenade launcher which does massive amounts of damage.

DEVASTATOR



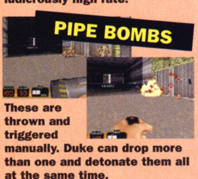
A double-barrelled missile launcher which fires at a ludicrously high rate.

FREEZER




The early versions featured a flamethrower, but it's now a freezethrower! Once enemies are frozen, they can be smashed with one kick.

PIPE BOMBS



These are thrown and triggered manually. Duke can drop more than one and detonate them all at the same time.

SHRINKER

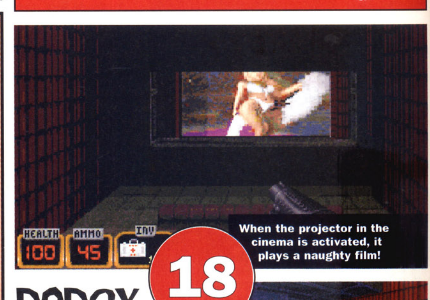


This shrinks enemies for a few seconds – long enough for Duke to run up and stomp on them!

TRIPBOMB



A tricky weapon to use well. Duke sticks it on a wall and after a second or so, a red laser beam goes across to the opposite wall. When the beam is broken, the bomb is detonated.



When the projector in the cinema is activated, it plays a naughty film!

DODGY 18

The official release of *Duke Nukem 3D* has got a BBFC rating of 18. The reason isn't just the large amount of blood and gore – it's partly down to there being lots of half-naked women in the game!



▲ If Duke gives money to these dancers in the disco...



▲ These captured women beg you to kill them.



▲ They open their top and jiggle around for him!

DUKEMATCH

The multi-player versus mode of *Nukem* has been appropriately named "Dukematch", and it's one of the best multi-player PC games of all time! Like *Rise of the Triad*, *Duke Nukem 3D* features loads of multi-player options to get the most out of the game, including the ability to record your own messages and play them to your enemy during the game!

▲ There's the other player, swimming out of the window...



▲ Ha! Because he was using the RPG, he explodes when shot!



▲ 1. In the tube station, one player goes crazy and rigs up one of the platforms with loads of laser tripbombs...



▲ Here comes the other player, who isn't paying attention...

▲ Kablam! The whole room goes up in flame!



▲ Here's a lift leading to the rocket control tower. Drop a bomb and ride up with it...



▲ At the top is a surveillance camera screen, which shows another player nearby...



▲ The other player's riding the lift to the top as well, but they're being watched...

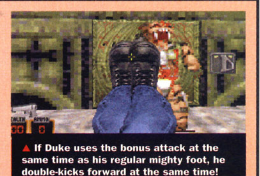


▲ Stepping back from the screen, the bomb's triggered, showering guts everywhere!

BONUS ATTACK! THE SECOND MIGHTY FOOT!

For extra damage when close to an enemy, Duke can kick at the same time as shooting! Not only does it make him look pretty hard, it can be useful for keeping aliens away when he's low on energy.





▲ If Duke uses the bonus attack at the same time as his regular mighty foot, he double-kicks forward at the same time!

GOOD STUFF

▼ JETPACK
The jetpack enable Duke to fly to hidden areas, as well as making it easier to deal with flying enemies.



▼ NIGHT VISION GOGGLES
The goggles make enemies stand out a mile in the dark, and they also reveal occasional hidden messages on walls.



▼ STEROIDS
These make Duke move much faster and kick harder for a few seconds. In multi-player mode, it's possible to see speed trails coming off the back of Duke.



▼ PROTECTIVE BOOTS
These are carried and activated whenever Duke steps in a dangerous liquid.



▼ SCUBA GEAR
Though Duke can survive underwater for a limited period, the Scuba Gear means that he can stay under much longer.



▼ HOLODUKE
When activated, the Holoduke produces a lifelike image of Duke, fooling both aliens and Dukematch opponents a lot of the time.





▲ These big lasers are found in the alien bases and must be destroyed...



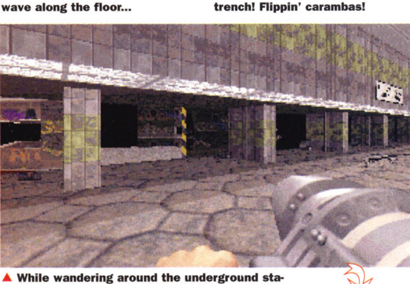
▲ When bombed, they explode brilliantly!

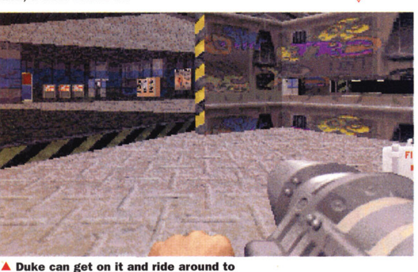


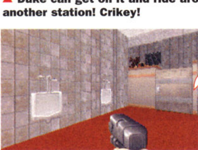
▲ The explosion causes a shock-wave along the floor...



▲ Which leaves a massive crater trench! Flippin' carambas!


▲ While wandering around the underground station, a train comes in!


▲ Duke can get on it and ride around to another station! Crikey!


▲ If Duke's low on energy, he can use the urinals!


▲ And if he's really desperate, he can blow them up and drink the water from them!


▲ Shoot him! Kill! Die! Die!


▲ Oh. It's a mirror.




▲ Look! Poo! When Duke steps in it, he says "S**t happens!"...

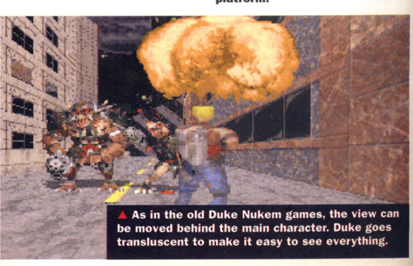

▲ Then tramples dirty footprints around the floor!


▲ In this bar, it's karaoke night and "Born to be Wild" is playing.


▲ Duke can step up to the mic and mumble the words to the dead aliens on the floor!


▲ How's Duke going to get over this chasm?

▲ He's got to shoot that switch on the other side to activate the platform!


▲ As in the old Duke Nukem games, the view can be moved behind the main character. Duke goes translucent to make it easy to see everything.


▲ He's going for the teleporter...


▲ Chuck a bomb after him...

▲ And detonate it to get a long distance kill!

MM... FAMILIAR

The sense of humour in *Duke Nukem 3D* is one of the best features, with lots of game and movie references.


▲ Here's the player character from *Doom* with a slit throat! When Duke gets close, he says "Wow! That's one doomed space marine!"


▲ This hidden section has got a guy with a hat hanging from the ceiling, and when Duke get close a voice says "We meet again, Doctor Jones!". The room then collapses when Duke grabs the bonuses!


▲ This metal press has got a Terminator hand poking out of it, and Duke can see the whole robot by getting inside!


▲ There's a pretty-looking pool table...


▲ Jump on it and kick the balls about!

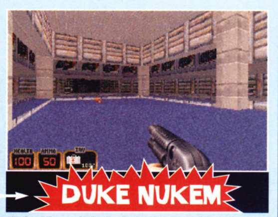

▲ Try potting the balls in order. We couldn't.

CREATE NEW WORLDS!

Included on the *Duke Nukem 3D* CD-ROM are a number of applications. One of these is BUILD, the level editor for *Duke* which enables players to make their own levels from scratch! Another cool program is WAD2MAP, which will convert any *Doom* level or PWAD into a *Duke* map! It's a fantastic feature, meaning that your favourite *Doom* Deathmatches can be played with new weapons, or your homemade *Doom* levels don't need to be rebuilt from scratch!


DOOM

▲ Here's Episode 1 Map 1 of Doom as it normally looks...


DUKE NUKEM

▲ And here it is in Duke Nukem 3D after the half-second conversion!



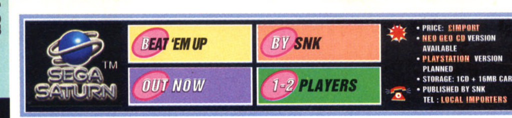
REVIEWER

Every time a 3D shooting game comes up for review, I mention how I think that PC *Doom* is one of the best games ever, and how it hasn't yet been bettered. *Duke Nukem 3D* is the first game to make me think again. First of all, the frame rate is INCREDIBLE! On a Pentium P90, it runs at a steady 60 frames per second, occasionally going over 100! Even on a low-spec 486 DX2 66Mhz it runs at around 15 fps, which is much better than *Quake* is expected to make. By far the most incredible thing is the remarkable level design – each level is totally memorable. In *Doom* there are a few memorable levels (the one with the big, red upside-down cross; the one shaped like a hand) but *Duke's* are so imaginative that they're all unforgettable (the one on the movie set; the one in the tube station; the one in the cinema; the one in the underwater city). The whole game is so versatile that it can be set up completely for anyone, and there are already level editors and game patches appearing, meaning that it's going to last as long as *Doom!* The only bad thing about the game is that the enemies are a bit rubbish – they're not very imaginative and they look stupid, but the bosses make up for that. Anyhow, I can't find any reason not to totally recommend this to *every* PC owner over the age of 18. It's incredible!

ED LOMAS



One of the most exciting, imaginative and well thought out games for ages. And on top of that, it's gory, rude and fun! Awesome!





Looking for more than a *Street Fighter* clone? Think that's all Neo Geo games are? Well, you may be surprised to find that this is possibly one of the greatest and most intricate beat 'em ups in existence...



As we revealed in our issue 174 preview, *King Of Fighters '95* is the first Saturn game to use a cartridge in tandem with the CD. The original *King of Fighters* on the Neo Geo required a massive amount of storage – 361 Megs to be exact!! And the Neo Geo CD version of *KoF '95*, had atrociously long loading times. However, thanks to this Dual ROM System (as SNK have labelled it) – which stores the backdrops and sound effects in the cart – the Saturn version's loading times are infinitely faster. What's more, the game is near arcade-perfect. There are some minor glitches, such as when making a massive 7-hit combo with the likes Kyo, but rest assured, it's nothing major. For arcade *KoF '95* fans, this is the ultimate conversion of their favourite game.

STREET FIGHTER CLONE, EH?

Sceptics may well be asking themselves,what makes *KoF '95* a potential *Street Fighter* contemporary? More than the average sceptic thinks! Whilst both game have similar features, each has it's own unique style.

DODGE!

Sick of having endless streams of Hadokens and Sonic Booms fired up your rear? Well, with timing, you can let an incoming fireball pass through you with the greatest of ease. *KoF* utilises this feature to a greater extent than other beat 'em ups – you can even counter whilst dodging! Press the weak punch and weak kick simultaneously to dodge and any one of the buttons during the move to hit with the counter.

POW!

It was SNK who first employed a power bar at the bottom of the screen for charging up Super Finishes (back in *Fatal Fury 2*). So it comes as little amazement to find the POW bar in SNK's latest and greatest creation. Unlike *SF Alpha*, the POW is not charged through special moves, but either by blocking an opponent's attack or holding weak punch, weak kick and strong punch at the same time.

DIS POSE!

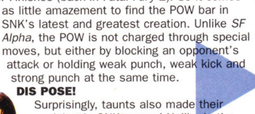
Surprisingly, taunts also made their debut in SNK games! Unlike in the *Street Fighter* and *Darkstalkers* series, this 'dis pose' plays an active role in the game's proceedings, as performing it decreases the opponent's POW bar!!!

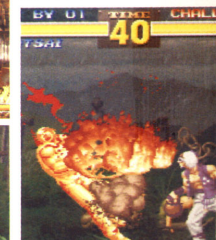
GUARD REVERSALS

Yep, these too! In fact, *KoF* has possibly the largest amount of guard reversals ever seen. All special moves and super death blows can be used to break out of a block and immediately strike! It's tricky though. The timing has to be perfect and in some cases, you have to anticipate your opponent's move almost before they've done it!



Sweets play an important part. Here Tom Cox has a malteser.





DISPOSE!





THREESOME ANYONE?

What really separates *KoF* from the crowd is its legendary Team Battle Mode. TBM is a three-on-three battle mode. The first fighter from each team face off against each other, until only one fighter is left standing. Then the next fighter from the defeated side slugs it out against the winner. This process of elimination contiinues until a team is defeated. *VF2* and *Tekken 2* also have a team battle feature. The difference is, here your team mates can help you! If your fighter's taking a beating, press weak punch, weak kick, and strong punch simultaneously to unleash your team mate's fist-of-fury! Of course, this move only works if there's a fresh fighter on your team. But there's another bonus!! Unlike in the original *KoF*, individual fighters can be chosen to create a custom-team that centers around your strongest characteristics. So, for example, you can have a fireball-based team, or a throw-based one.

Me pointy!

▲She really does say that.









And Joe Higashi is enjoying a marshmallow here.





BE YOUR OWN BOSS!

Ah, it just wouldn't be a proper beat 'em up review, if we didn't get the chance to reveal some boss cheats to you. In *KoF*, said characters are Omega Rugal and Saishyu Kusanagi, and here's how you get them. On the character select screen, hold down START and press UP+weak kick, RIGHT+hard Punch, LEFT+weak punch, DOWN+hard kick. Or you could prove how good you are, finish the game and recieve the additional characters automatically!



COMMENT

Those with no previous experience of playing a Neo Geo title, or who can't break from the *Street Fighter* mould, would no doubt slap this game as being unoriginal, mediocre, and hard. I love *Street Fighter* right from 1987 to the present *SFA2*, but I also like SNK games. For anybody with the slightest interest in the *Samurai Shodown* trilogy or the *Fatal Fury* series, this is one of the best 2D fighting games ever devised. Persevere with the game's complex game mechanics and you discover that, in some aspects, *KoF '95* requires a lot more technique than the *Street Fighter* games. All the characters are quite original, bearing in mind some of them were created well in advance of *KoF*'s release (Psycho Soldier team were around way back in '86!!) and they're well balanced too, providing they're in the hands of an expert! With 26 characters up for grabs, there's months of lastability. If you have already become bored of the usual *Street Fighter* games or maybe want a more complex, technique-requiring game, give *King Of Fighters '95* a try. But BE WARNED, this game is for real 2D fighting game technicians, not just novices who are going to wimp away from a challenge. And it's arcade perfect, well almost...

YAS HUNTER



A spot-on conversion of a brilliant beat 'em up. But unlike SFA, KoF '95 is a very technical fighting game. One for the hardcore gamer, or true SNK fans only.

REVIEW









SPORTS | BY KONAMI | £XX.99 (UK) | 1-4 PLAYERS

- AVAILABLE 28TH UNE
- NO OTHER VERSION PLANNED
- ARCADE VERSION AVAILABLE
- STORAGE 1 CD

Are you a lazy couch potato with big muscley fingers? Then read on!

Track And Field **mania has consumed us! Two weeks ago, the final version arrived in our office and since then everyone's behaviour has turned decidely strange. It's now the 'in-thing' to wear brown packing tape on your forefingers. People are seen hunched over, rubbing furiously at 'something' between their legs. Joypads have been found with the buttons melted. And people wander vacantly about, clutching memory cards and asking colleagues "how they did that?" "How they did what?" you might ask. And what does packing tape have to do with this game? The answers lie over the next three pages, as you take a front seat for the CVG Summer *Track And Field* Trial Of The Champions!**



THE *USBORNE* GUIDE TO *TRACK AND FIELD* CRAFT!

To successfully compete in *Track And Field* you need the following items. A PlayStation, A joypad (or four with a multi-tap), the game (of course), piston-action knuckles, fingertip skin like a rhino's scrotum, and rythmn, maaan! You see, the key to *TnF* is button-tapping skill. This has resulted in some unusual joypad-rapping 'techniques'.

1 BEGINNER'S RUBBISH METHOD

Running your fingers on the joypad like a miniature man would surely seem the most effective method, right? WRONG! As your on-screen athlete staggers Douglas Bader-style across the line – last – it's clear more cunning is needed. Likewise, the David SJ Hodgson, 'two-one-legged-men-hop-ping-on-the-spot' method brings only shame.



2 GARY HARROD'S BROWN FINGER SPECIAL

It takes a person with inadequate anatomy to have to improve their performance with accessories. Gary wraps brown packing tape around his fingers, allowing him to rub them rapidly across the pad at high speeds for MAXIMUM world records. Our spies also reveal that beneath the tape are layers of paper and sellotape. Warning though: this technique has melted joypad buttons!



3 TOM G'S BRACE AND RACE FIASCO

The finest efforts of an inept gamer. Clenching the joypad between his thighs, CVG's prestigious dep ed then attempts to rub the buttons rapidly through his shirt. Or maybe using tape or whatever. With his hand normally flying off the pad, his rythmn is non-existent. The results are shambolic, as triple jumpers sit on the track, discuses hit the fence and javelin throwers run off into the distance.



4 ED LOMAS' PATENT OLYMPIC GOLD TECHNEEK!

100% proven when Ed won himself a Konami leather jacket at the Emap Images *Track And Field* tournament. Watch closely. Ed rests the pad on the palm of his left hand, his thumb balanced over the cross button. He now raps hard on the circle button with the right-hand forefinger. The impact causes the pad to rock the cross button onto his left thumb. Perfect rythmn and a string of world records!





LET THE GAMES BEGIN!

After teasing Ed about the names on his memory card – "Vicky's my sister, alright!" – the eleven event challenge commences. Enter Ed Lomas of Germany, Tom Guise of Japan, Jaime Smith of Great Britain and Tom Cox of... Cuba. A true clash of the titans! With Tom Cox included for comedy value.



▲ **CVG's very own fantastic four. Fantastic, cos they've defied the evolutionary process!**

100m DASH

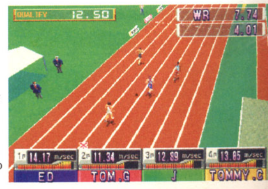
WORLD RECORD: 7.74 SECONDS – ED

The first event is nice and simple. Just rapid tapping needed. Ed, true to form, moves into first place, whilst Tom G and Jaime spend the race as little more than coloured triangles pointing off the back of the track. Sitting with the pad clenched between his knees, Tom C more resembles a baboon playing with a bone than an art editor, but amazingly he challenges for the lead, finally coming in second. Jaime manages third with Tom G eventually appearing on-screen to take fourth.

100m SPRINT

1	ED	8.57 sec
2	TOMMY.C	8.91 sec
3	J	9.63 sec
4	TOM.G	10.87 sec

▲ **The energy bars below explain these results quite clearly.**





LONG JUMP

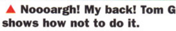
WORLD RECORD: 10.08 METRES – ED



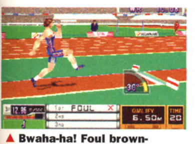
It's at this point that Jaime decides to employ the brown finger technique, having found Gary's original appendage under the table. This foul play provides no rewards, as Jaime – unaccustomed to the 'finger' – just runs straight past the line in three consecutive fouls. "I'm a load of rubbish" he moans. Ed clocks up 9.79 metres and Tom G just manages to qualify, but yet again Tom C surprises all present with an incredible 9.00 metre leap. "Hur hur hur!" he grunts in caveman.



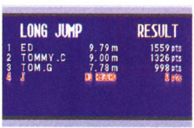
▲ **Hnngh! Ed shows us all the correct jumping technique!**



▲ **Noooargh! My back! Tom G shows how not to do it.**



▲ **Bwaha-ha! Foul brown-fingered tactics from Jaime.**



LONG JUMP			RESULT
1	ED	9.79 m	1559 pts
2	TOMMY.C	9.00 m	1326 pts
3	TOM.G	7.78 m	998 pts
4	J	NO RECORD	0 pts

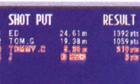
▲ **That'll show him. Cheating Jaime is disqualified.**

SHOT PUT

WORLD RECORD: 26.37 METRES – ED



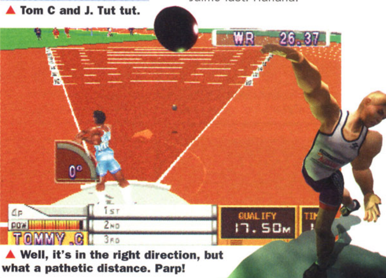
▲ **Why can't Lomas spoon it just once?**



SHOT PUT			RESULT
1	ED	24.61 m	1392 pts
2	TOM.G	19.38 m	1059 pts
3	TOMMY.C	6.38 m	219 pts
4	J	NO RECORD	0 pts

▲ **Tom C and J. Tut tut.**

A quick burst of power tapping is needed in this event. Tom G pulls off a surpisingly good 19.38 metre lob, but Lomas (again) wins with a record-challenging 24.61 metres. This time without his brown finger, Jaime nonetheless musters plenty of welly, but continuously throws the shot in the wrong direction. As does Tom C. "Ah swear I froo it in the right direction." he splutters. At this point, Ed leads with Tom G in second, Tom C in third and Jaime last. Hahaha.



▲ **Well, it's in the right direction, but what a pathetic distance. Parp!**

100M FREESTYLE

WORLD RECORD: 44.64 SECONDS – ED



Tom C immediately causes a false start, due to the fact that he's tapping before the event has even loaded in. He also finds the electronic starting siren very amusing. With the race under way, Ed suddenly starts to drop back. "Oh no, Tom Cox is going to win!" he exclaims as the chief Art Gorilla's typewriter technique ("It's like playin' da drums.") pushes him into first. Tom G and Jaime are unsure which of them came third. "Man I'm last!" whinges Jaime as the scoreboard appears.

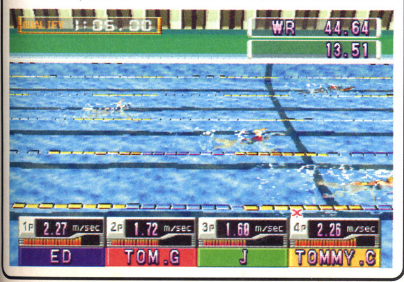


▲ **Tom C in top form!**



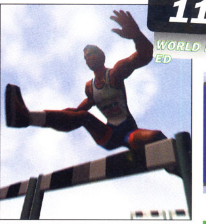
100m FREE STYLE			RESULT
1	TOMMY.C	48.72 sec	1399 pts
2	ED	50.16 sec	1326 pts
3	TOM.G	1:05.12 sec	682 pts
4	J	1:13.27 sec	419 pts

▲ **Shoot the two at the bottom.**



110 HURDLE

WORLD RECORD: 10.35 SECONDS – ED



110m HURDLE			RESULT
1	ED	11.69 sec	1295 pts
2	TOMMY.C	12.67 sec	1153 pts
3	J	14.43 sec	919 pts
4	TOM.G	16.26 sec	703 pts

▲ **Cue Jaime diabolical laughter!**

"You 'ave to jump a bit early, yeh?" questions Tom Cox about this event. With that clarified, he seats himself pregnant orangutan-style in preperation. The gun goes off and the race starts. Jaime however, has once again employed the 'brown finger'. His lack of control causes him to hit the start button every two seconds, continuously pausing the game. Something that just entertains him, as everyone else starts yelling. The commotion affects Ed's delicate manner, and he loses to Tom Cox. Jaime manages third, although he continues to pause the game as Tom G crawls in last.

▲ **Tom G comes in last!**

▲ **Tom C comes in first!**

▼ **Jaime knocks over a hurdle. So does Tom G when he eventually reaches one.**





▲ **Quit pausing the game!**

HIGH JUMP

WORLD RECORD: 2.70 METRES – ED

Ed starts by setting the height to 1.95 and easily clears it. Tom G puts the pole to 1.90 on his attempt and surprisingly clears it too. The rivalry between him and Jaime is now at fever pitch and Jaime sets his attempt at 1.91 just to beat Tom. Which he does. As Tom G goes for a final two metre attempt, Jaime starts rapidly pausing the game, victoriously causing Tom to fail. Ed wins (of course) with 2.50m, while Tom C fails all his 1.85m attempts. He just sits there laughing as if he thinks he's won.



▲ Boring Lomas clears the pole in military style.



▲ Jaime's dastardly pausing puts paid to Tom's attempt.

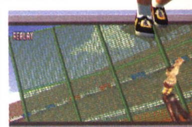
HAMMMER

WORLD RECORD: 105.82 METRES – ED

"I'm using my skin finger this time!" cries Jaime, and he does so without success. Tom G performs a comedy foul that sends the hammer into the fence. Much to the amusement of Tom C, who then pulls off an impressive 84.86 metre throw. "I beat you, boy!" he bellows at the other Tom. Jamie notes," I think the 2nd attempt was definitely my worse." He failed all three. Ed wins with a staggering 99.19 metres. His worse throw being better than Tom C's best.



▲ Stinking Lomas. I hope he wraps it around his neck!



▲ But he doesn't! Winner's replay for the slime-bucket!

TRIPLE JUMP

WORLD RECORD: 26.37 METRES – ED

"I'm gonna land in the sand." says Jamie, confident of minimal qualification. "He's using a biro!" squeaks Ed, as Jaime employs a new technique, rolling a pen across the buttons. It works though, as he clocks up a distance of 15.41 metres, beating his foe, Tom G, who manages a best of 15.14. Tom Cox again surprises everyone with an even better 15.81, but Ed wins with an offensive 19.04. Tom G uses his shirt for his final attempt, with Ed calling it foul play. But it doesn't make any difference, he just forgets to jump and runs acrss the sand.



▲ Yeh, yeh, yeh. Hope your leg snaps, Lomack!

JAVELIN

WORLD RECORD: 105.05 METRES – ED



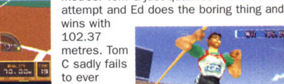
▲ Now using a pen, this boy gets results!



A complex event this one, as you have to angle the javelin by holding JUMP before releasing it. Nonetheless, Jaime has faith in his new 'four door fist technique' (the pen). He clocks up an amazing 93.79 metres. Tom G just qualifies in his third attempt and Ed does the boring thing and wins with 102.37 metres. Tom C sadly fails to ever release his javelin and the bleeping sound of the foul indicator causes Oz Browne of PlaySation Plus to laugh from the other end of the room.



▲ He's wearing his specs!



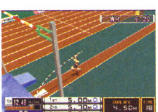
▲ Yes, that's what we look like, playing games.

POLE VAULT

WORLD RECORD: 6.20 METRES – ED

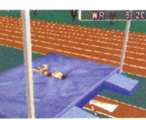
After his failure with the javelin, Tom C redeems himself with an impressive 4.5 metre leap. Jaime's pen method proves even more successful with 5.3 metre clearance. Ed, bored with merely winning, amuses himself with a 5.3 metre leap and then a 5.7 metre one, making the space shuttle appear. He then attempts to beat his own World Record with a 6.21 metre foul. "You just made me try that so you can beat my 5.7, Jaime." whines Ed, but Jaime's four door technique fails him. Tom G just fouls everytime. "Look, I don't know what I'm supposed to do." he says.





▲ The little turd fails for once. Hahahahahahaha!





DISCUS

WORLD RECORD: 91.23 METRES – ED

"Hmmph, Tom has to press start." sneers Jaime as Tom G has to continue after disqualification from the Pole Vault. With only one event left to go, Ed is clearly in the lead, with Tom C carving quite a distance between him and third place Tom G. Jaime, however, still reckons he could come third with a good discus session. A final burst of pen-rolling helps, but Tom G manages to hold onto his rank with a 72.61 metre throw, thanks to Ed revealing the secret of curving the discus with taps of the run buttons (he knows everything). Ed himself, wins with a 84.02 metre throw and Tom C goes out in a blaze of rubbish, with three fouls.





▲ Forget it, Smith. You don't win, sucker!



BIZZARE EVENTS

TnF may look like a no-nonsense game, but there's a number of amusing incidents that tend to occur at the most unexpected times. Here are the ones we've found so far. We're not telling how they happen, but the clues are in the screenshots.



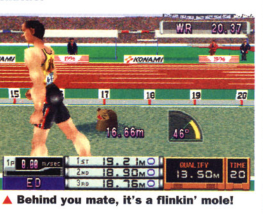
▲ An airship cruises past the stadium. That's nothing though...



▲ This time we've sighted a space shuttle!



▲ Now we've skewered a UFO!



▲ Behind you mate, it's a flinkin' mole!



▲ Balloons take to the air! Hip, hip, hurrah! Tally-ho! Zipedee doo da!



▲ Best of all though, you can attract a bloomin' T-Rex! SCREAM!



COMMENT

Track and Field is one of the few games which will appeal to almost everyone. There are always going to be those who ignore it totally, but those are the sort of people who don't understand the concept of "fun" anyway. Not only is *TnF* an absolute riot in multi-player mode, the practice options will keep you going between tournaments, attempting to master every event. The one problem is the same as with all of these "olympic" games – it's not going to last forever. It'll be brought out whenever there are enough people around, but for some players that's not enough value for money. I love it (as I did *Olympic Gold* on the MD), especially so because I always win. Haha!

ED LOMAS

THE GRIPPING RESULTS!

And so, as expected, Ed Lomas wins the CVG Trial Of The Champions. Surprise of the tournament has to be comedy extra Tom C coming second. Humiliating for Tom G in third and Jaime (who doesn't even get to stand on the podium).

TOTAL POINTS

1	ED	GER	15513 pts
2	TOMMY.C	CUB	10034 pts
3	TOM.G	JPN	9334 pts
4	J	GBR	6510 pts





▲ Look, there's a hidden bikini cheat. We never realised Ed was so muscley.



▲ The game can detect when anyone's using an autofire joypad! So don't even try cheating (Tom G).

REVIEWER

When I heard *Track And Field* was getting a revival, the notion didn't exactly fill me with excitement. The idea of an old-fashioned sports game of the button-tapping nature just seemed like such a lame thing to bring to the PlayStation. Clearly I'd forgotten all the fun I'd had during my formative years, playing the likes of *Hypersports* and *Winter Olympics*. *Track And Field* captures all the addiction those games had, and has had our office hooked since it arrived. It's the multi-player element that really makes this game. A full four-player *TnF* tournament has to be one of the most entertaining gaming sessions I've had since the likes of *Micro Machines 2* on the Megadrive! And don't let anyone tell you this button-tapping stuff isn't rich in gameplay or skill. Mastering the events requires talent, timing and muscle power! For the snootier PlayStation owners too, the superb graphics provide that 32-bit fix. Bizarrely enough, this old-fashioned revamp is one of freshest, bestest PS games I've played in a long time.

TOM GUISE



Not the high-adrenalin experience you bought your PS for. But an ace game that'll hook you for ages. Get a multi-tap too!

SEGA SATURN	ACTION	BY GAME ARTS	• NO OTHER VERSIONS PLANNED • NO OTHER VERSIONS AVAILABLE • STORAGE 1 CD • PRICE IMPORT • PUBLISHED BY SEGA TEL : IMPORTER
	OUT NOW (JAP)	1 PLAYER	

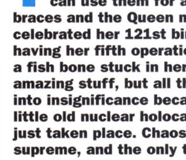
Mix a few robots, a sprinkling of explosions, a table spoon of ultra strong weapons, and finally a dashing of enemy tanks, helicopters and planes, and *Gungriffon* is what you've got cooking.



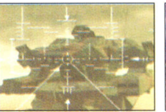
GUNGRIFFON



▲ Helicopters are no match once you've activated the jump boosters.



The year is 2015. Tom Guises' sideburns are now so long, he can use them for a belt AND braces and the Queen mum has just celebrated her 121st birthday by having her fifth operation to remove a fish bone stuck in her neck. Pretty amazing stuff, but all this has paled into insignificance because of the little old nuclear holocaust that has just taken place. Chaos has reigned supreme, and the only things capable of restoring order are robots. High Macs MDM Battle-Suits to be exact. And guess what? You've got to pilot the bloody thing!





▲ The intro is so good, the game becomes redundant.

BOGEY AT SIX O'CLOCK

Finding your way around each of the levels is easy enough, but when you want to know what sort of hideous beast is waiting for you a short few paces away, the radar is your only help. The different enemies are indicated on the scanner by a specific dot, thus enabling you to prepare the suitable weaponry. The red dot means you are being shot at, so move yo ass and do something about it. The Yellow dot indicates ground-based enemies, and the flashing yellow dot highlights airborne planes and helicopters. Anything blue is a friendly craft to be left alone.

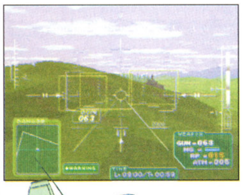


▲ Every time an enemy gets near, it's meep meep meep, meep meep meep. SHUT UP! PLEASE!!!



JUMP UP, JUMP UP AND GET DOWN!

As the House of Pain would recommend, in this game you must 'Jump Around' a bit. The Battle Suits feature thrusters that send you skywards and suspend you there for a short time, while you go about your blasting business. This puts an end to any pesky 'Griffons that decide to wait around darkened corners, hills or grassy abodes, as you'll be dropping in through the sunroof as it were, to give them a taste of lead. And it also proves very handy when trying to waste any aircraft flying overhead, as it puts you up to their level.

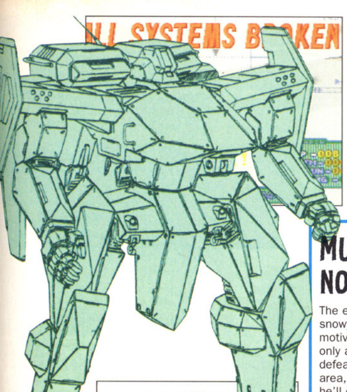


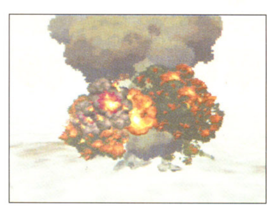






▲ And the Quarterback is toast!!!



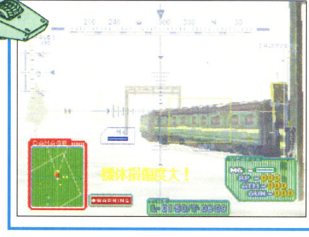






MURDER ON THE NOVOSIBIRSK EXPRESS

The end of operation Foxhunt in Novosibirsk (aka the snowy bit) pits you and your arsenal against a locomotive that is trying escape the icy depths. There is only a certain amount of time you have in which to defeat it. If it makes it to the edge of the playing area, you'll either be out of bounds following it or he'll descend into the mist, and you lose. So unless you move sharpish, it's back to the start of the mission to do it all again.







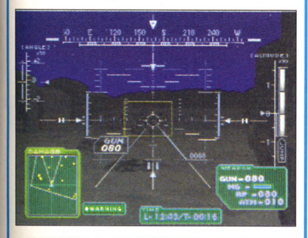


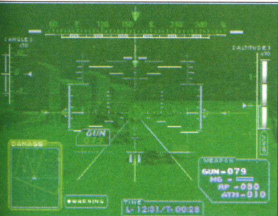


▲ Well done. Hurrah. Good show.

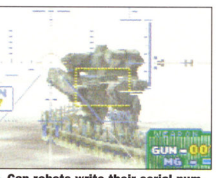
GLOW-IN-THE-DARK RAYBANS!

One of the stages, code name Dark Servant, is actually set at night. Which, by some strange coincidence is where the Thermal Sight comes into play. This nifty little device lets you see in the dark, and is far more reliable than eating lots of carrots, as it stays on for as long as you want it to. Lovely.

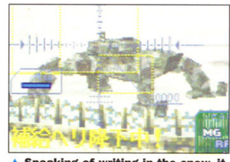




▲ Oh no, the Ronseal Rust Protector has sprung a leak and I can't see. Mummy, help!



▲ Can robots write their serial numbers in the snow? Only with WD40.



▲ Speaking of writing in the snow, it looks like something's beaten us.



REVIEWER

Turn this game on, and you are greeted by one of the best intros ever seen on Saturn. It sets the scene for what I thought was going to be a graphical stunna' but sadly that doesn't happen. The overall visual feel of this is a not-quite-finished feel with certain sections looking a bit distant, which, after the intro is a bit of a let down. But sticking that into the back of your mind, the playability of *Gungriffon* will detach from that. The missions are suitably tough, with one or two being easy and others becoming significantly tougher. Despite not a lot of variation in the levels, the simple shoot-everything-in-sight formula is a refreshing one, and one which provides a good feeling of satisfaction when the levels are over. And coupled with the frankly awesome soundtrack (best through Surround Sound TVs) provides a very atmospheric game. But why did they have to stick in the continuous meep meep meep, meep meep meep? Ahhhhh!

STEVE KEY

RATING



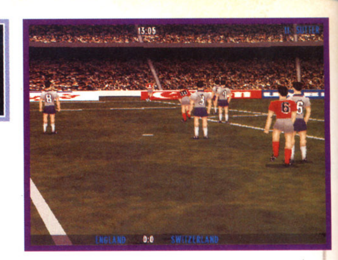


Although not graphically wonderful and slightly repetitive, Gungriffon is an enjoyable game, and a pretty tough one at that.

PC CD ROM

SOCCER SIM | BY GREMLIN | £TBA | 1-20 PLAYERS

- OUT NOW
- SATURN VERSION AVAILABLE
- NO OTHER VERSION AVAILABLE
- STORAGE 1 CD
- PUBLISHED BY GREMLIN NO : 01142 753423



PC CD ROM

It's the PC's best football game. Now you don't need to bother reading the review at all.



The PC isn't very well known for its sports sims – except golf games. In fact, other than *Sensible Soccer*, the only real football game is *Actua Soccer* – and they've both just been wiped out by *Euro '96*. This isn't just *Actua* 2, it's got *loads* more stuff in it – from all the real players, through all the real stadia, to a real commentary! And included in it all is a real game!



IT'S LIKE... REAL!

One of the nicest things about *Euro '96* is that all of the Stadia in the game are real. Gremlin got a real architect to draw up the plans for the graphics, and the results are fantastic. Anyone who's been to one of these grounds should be able to recognise it instantly – except maybe Old Trafford, as the game's got the new stand (which hasn't yet been officially approved at the time of writing).





WEMBLEY STADIUM – ENGLAND



OLD TRAFFORD – MANCHESTER UNITED



HILLSBOROUGH – SHEFFIELD WEDNESDAY



ANFIELD – LIVERPOOL F.C.



VILLA PARK – ASTON VILLA



ELLAND ROAD – LEEDS UNITED



ST. JAMES' PARK – NEWCASTLE UNITED



(Above) The England players don't look too happy about that goal. Anyway, forget them – just look at that stadium! That's Wembley, and it looks just like the real thing! Wow!

REVIEW

STRANGE SHADOWS

One of the things which distinguishes *Euro '96* from other football games is that the markers beneath the players change during the matches. Each symbol has shows that the player is in a certain situation, and it helps to know what's what.





CIRCLE

Indicates a player-controlled character without possession of the ball.



SQUARE

This one is new to Euro '96. When the marker turns square, the player can cross the ball into the box by pressing the pass button.



STAR

Shows that the man can get to a loose ball. The shoot button will activate a volley or first time shot, and the pass button traps the ball.



TRIANGLE

Shows that the player is in possession. The triangle flashes when in shooting range.

TWENTY? NAAAAAH!

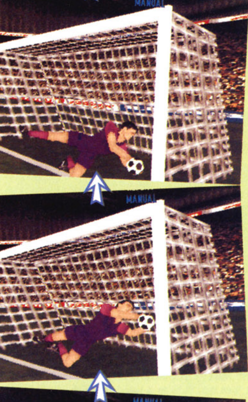
Euro '96 isn't just another one or two player footie game – this one can fit up to 20 players in at once! "No way!" you might think, "I'm never going to get that many machines together at once!". Calm down, because help is at hand. BT Wireplay enables modem owners to connect up to thousands of other players, meaning that there's always someone to play the game with! *Euro '96* is the first game to use Wireplay, but there are bound to be plenty more as it takes off – and we know it will!



YEEEEAAH... OOOOOH!

It's the semi-finals, and it's England versus Romania. This sequence shows off the incredible animation in *Euro '96*, as well as David Seaman's excellent save late in the game, keeping our lads in the championship.





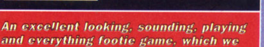


The first *Actua Soccer* was a game that appealed to me. Maybe it wasn't the best footie game ever, but it was certainly fast, smooth and fun. The reason I'm talking about it in the past tense is because *Euro '96* is here and it makes *Actua* totally redundant. It's got everything from the original, with loads of extra features. One of the biggest things is the official *Euro '96* licence – something which could easily be wasted – but here it increases the atmophere by miles! At the start of each championship match, Brian Moore gives you all the statistics and facts about the teams, then you settle down to play an excellent game of football in a well-known stadium. The high resolution graphics look incredible, but only run perfectly on a mega-powerful PC; whereas the low resolution mode runs brilliantly but looks a bit blocky. The choice is yours – something that non-Pentium owners don't get very often. To sum up, it's great, and is the best soccer game on the PC. It deserves to do very well. ED LOMAS











PlayStation

FIGHTING GAME | BY CAPCOM | OUT JULY | 1-2 PLAYERS

- PRICE: £TBA
- NO OTHER VERSION AVAILABLE
- SATURN VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN NO : 0171 368 2255

After their undead assault on the Saturn, Capcom's creatures of the night have risen once again. This time on PlayStation.

DARKSTALKERS The Night Warriors™


Spurting good fun!

Yep, Capcom's unrelenting wave of beat 'em up releases continues. And whereas in most situations like this, we'd be slamming the company for knocking out the same old game in a different guise, we simply can't do it with Capcom. Each of their fighting conversions – *X-Men, Street Fighter Alpha* and most recently, *Night Warriors* on Saturn – have each proved exceptional in their own right, scoring nothing less than fantastical marks. And each has been a welcome 2D change, both visually and gameplay-wise, from many of the lacklustre 3D offerings we've had to endure. So now *Darkstalkers*, the predecessor to *Night Warriors*, has finally arrived on PlayStation. Can Capcom hit the jugular again?






The characters' moves are unlike anything you'd expect in a beat 'em up. This is a hard punch!

THE MUNSTERS TODAY

Well yesterday actually. You see, this is the original *Darkstalkers* line-up from the original game. Eight classic horror characters, transformed by the warped minds of the Capcom Art Department into their own freaky vision. So much so, that at first glance you wonder what they're supposed to be!. On top of this, there are the two bosses – A shape-changing B-movie robot, and his master, a flame-based alien!

VISUAL EFFECTS

With the advent of *X-Men* and *Street Fighter Alpha*, *Darkstalkers* may look like just an ordinary beat 'em up (technically, we mean), but when originally released its graphics were phenomenal. The definition of the fighters and backdrops was so clear, they looked like frames from a Disney cartoon. And the sheer amount of animation just emphasised the incredible, inventive movement of the characters. Visually, Capcom's previous beat 'em up, *Super Street Fighter 2*, paled in comparison. It may not be as ground-breaking anymore, but *Darkstalkers* is still one of the most visually inventive games around.



REVIEWER

This game has been a long time in development. And I can't help thinking the reason behind this, is that Capcom have had trouble with it. Visually, this is a far more taxing game than *Street Fighter Alpha* and, whilst it may look graphically as impressive as the coin-op, it's clear that a number of animation frames have been lost. Definitely more so than with *Night Warriors* on Saturn. This does lower the class of the game by some degree. But to be honest, even if this game managed to replicate the coin-op perfectly, I'd still find it somewhat uninspiring. The Saturn already has the sequel in which there are two extra characters, you can play as the bosses, perform chain combos and there's even full arcade animation selection. This seems like a rather poor substitue. *Darkstalkers* is still a damn fine 2D beat 'em up, better than any other on Playstation, save *Street Fighter Alpha* and *maybe MK3* (although the official version of that is quite poor). But that says it all. *SFA* is a superior choice and, rumour has it, *Night Warriors* is coming to PS.

TOM GUISE



It's a good beat 'em up, but do you really want something inferior to the Saturn sequel? Especially with Street Fighter Alpha as an alternative. Come on!

REVIEW







PlayStation PC CD ROM

WAR AT ITS FINEST! | BY SILENT | OUT JUNE | 1-2 PLAYERS

- PRICE: £TBA
- 3DO VERSION AVAILABLE
- SATURN VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY WARNER INT NO: 0171 391 4318

RETURN FIRE™

HIGH FIVE!



Dear Baron R K Von Wolfsheild, we love your game *Return Fire* and would like to sign up for the war too! Love Fred PlayStation and Ted PC.

Yep, *Return Fire*. What a top 3DO games it is! We played it all the time when it first came out. And then we played it all the time, all over again, when the *Maps O' Death* extra levels came out. You just can't beat a good old-fashioned game of WAR! Zooming about in your military tonka trucks, blowing the nuggets out of the enemy and leaving treadmarks in their skull-less face sacs. No better way to kill a few hours. Ahahaha! And now we've got a good excuse to do it all again, thanks to the release of *Return Fire* on PlayStation and PC.

▲ This is where you start. Choose your vehicle.

▲ Now trundle into the wrong area of town and clear a neat path.

▲ Look out for the special towers. Inside one of them is the flag.



▲ Once found, race out in your jeep to get it. And return to base!

WOT ME DO, SARGE?

Get the enemy flag! That's all you gotta do. Of course, it's easier said than done, as first you have to fight your way into enemy territory, and second you have to find the stinkin' flag! That said, it's not as much of a chore of we've just made it sound. In fact, it's brilliant fun wiping out enemy property, all the more so in two-player mode, when it's your 'friend's' base.

SONGS OF WAR!

It wouldn't be a *Return Fire* review if we didn't mention the music. As with the 3DO version, superb classical tunes accompany the action. Amongst others, there's The Ride Of The Valkyries for the helicopter (naturally), The Flight Of the Bumblebee for the jeep, and The William Tell Overture when you get the flag. Majestic stuff!

NO JOKE!

We wouldn't like to trivialise war. Nope, we leave that to the programmers of *Return Fire!* There are little touches of black comedy that really add to the proceedings. Blow up a buildings and men flee from it, yelling and throwing grenades. No problemo. Just steer in their direction and crush them like ants. Mwa-ha-ha-haaa!



▲ Look at those little smears on the tarmac. Chortle!

KNOW THY ENEMY!

Easily the best feature of *Return Fire* is the two-player option. The objective is the same as before, only this time it's a race against time to beat your opponent. Rather than just heading for the flag though, you soon find yourself attempting to thwart your opponent, Dick Dastardly-style!



● The green player's mine-dropping AV has blown up the bridge. Curses!

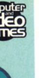
REVIEWER

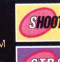
One of my favourite games from my youth was *Firepower* on the Amiga. I don't know if anyone remembers it, but *Return Fire* is near identical. Not that I mind, cos it's ace! The blend of action, strategy and thrilling tension as you race for home, is the cause of much screaming and palpitations in this office (normally from me, cos that little grunt Lomas always wins!). Thankfully, Baron Wolfsheild's 3DO original has been left untampered for its PC and PlayStation fitting. The simple, yet neatly detailed, graphics suit the game perfectly, as does the thundering music. And I guarantee, you'll play it for hours in versus mode. The possibilities for scuppering your opponent's plans are endless! I've even driven my jeep out into the sea (using its inflatable tyres) to hide my flag there. Not that it worked. Simply one of the best two-player games around.

TOM GUISE



A perfect combination of destruction, filthy cunning and devilish humour make this one of the best two-player games ever made. Up there with Micro Machines 2 – a total classic!







SHOOTING | BY GREMLIN | £TBA | 1-2 PLAYERS

- OUT JUNE
- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION AVAILABLE
- STORAGE 1 CD
- PUBLISHED BY GREMLIN NO : 01142 753423

When you've had a hard day at work/school/college/home, there's nothing better than noisy music, big guns and blood.



LOADED

Violent games seem to do well at the moment. Take a look at *Resident Evil* in this issue – it's gross! *Loaded* is one of the most blatantly violent games about, involving six disgusting characters who run about blowing people, animals and anything else into piles of bloody mush! The overhead perspective isn't stationary like in *Gauntlet* or *Chaos Engine*, the scenery and objects move around in 3D to give the game a real, solid look. And now there's a Saturn version.

LOOKS FAMILIAR...

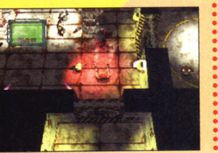
The PlayStation version of *Loaded* came out at the end of last year, and impressed everyone with its excellent graphics. There are always slight differences when games are converted from one format to another, and *Loaded* is no exception. Actually, the only real noticeable difference is that the smoke plumes are slightly grainy, rather than the PlayStation's nice translucent effects. Thankfully, the sound and playability remain identical – something that doesn't happen very often. Well done Gremlin!

SATURN









INCREDIBLE EFFECTS!

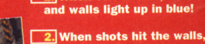
The excellent lighting effects from the PlayStation version have been put straight in the Saturn version, and they look just as good as before! For example, when playing as Vox, firing the gun lights up the area around you in blue light!



1. When Vox shoots, the floor and walls light up in blue!

2. When shots hit the walls, the explosions cause red light flares!

3. Mamma's amazing-looking wobble bomb causes the whole floor and scenery to bend and ripple like the surface of water!



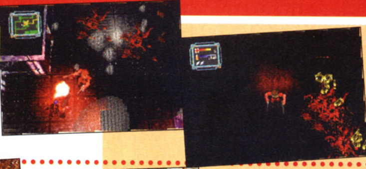
REVIEW

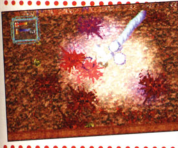
PLEASE SELECT A MURDERER...

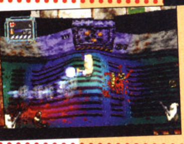
The six characters vary quite a lot more in *Loaded* than in most games of this style, with each one moving at very different speeds, as well as having very different weapons.

CAP'N HANDS

Cap'n Hands' flintlocks make him one of the best characters. His special attack is also great – a black cloud sweeps over the screen and splats everone!







MAMMA

Mamma's laser gun doesn't become much use until it's been powered up a few times, but once at full strength it's brilliant! The wobble bomb looks great too!



BUTCH

Butch is a pretty effective character, but because he uses a flamethrower, all the dead bodies come out charred black. We want blood!



BOUNCA

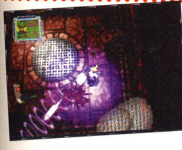
Bounca's missile launcher is powerful but tricky to aim at times, and he's a bit slow to move around. His special attack is pretty cool though.



FWANK

Fwank's regular gun's not bwilliant, but his special attack launches loads of homing teddy bears who float around for a while. Vewy useful indeed!

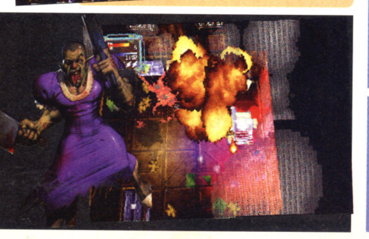






VOX

Vox's voice gun makes an annoying noise but is still pretty good. Her special move covers the entire screen, unlike some of the others.



NEED BLOOD!

***Loaded* is violent. And that's what we all like best about it. When enemies are killed, they don't just fall on the floor or disappear, they explode and spread blood all over the floor! On the higher difficulty settings, there are so many enemies that the floor can end up looking like a carpet of red!**



Darn! I'm surrounded!



Quick! Use the special attack to wipe them all out!



Ugh! Not pleasant!



REVIEWER

I enjoyed PlayStation *Loaded*, and the Saturn version is totally identical apart from the graphics not looking quite as nice. One thing about *Loaded* is that it's very difficult to play through more than one level at a time. You'll find yourself saving the game and switching off after each level is completed because it starts to get a bit boring after about an hour of play. The actual game is spent walking around destroying what seems like an unlimited supply of enemies while hoping to stumple upon a key or teleporter, or whatever, which is what gets a bit boring. Even though the levels have different objectives, they're each played very similarly, which makes the game very repetitive. There's nearly always something going on and the graphical effects are pretty special, so some people are going to love it, but the repetition is going to put many off. ED LOMAS

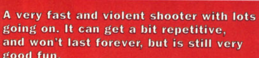
RATING









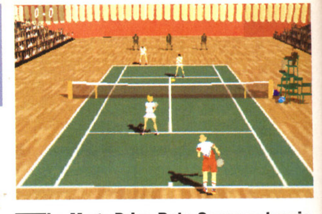


A very fast and violent shooter with lots going on. It can get a bit repetitive, and won't last forever, but is still very good fun.

PlayStation	SPORTS SIM	BY CODEMASTERS
	OUT JUNE	1-4 PLAYERS

- MEGADRIVE & GAME GEAR PREQUELS AVAILABLE
- PC CD-ROM VERSIONS PLANNED
- PRICE TBA
- STORAGE 1 CD
- PUBLISHED BY CODEMASTERS NO :01926 814132

SAMPRAS EXTREME TENNIS

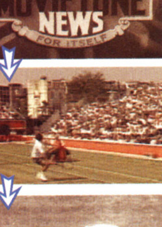


Pete Sampras returns to defend his video game tennis title. And with improved graphics and sound, he's the hot favourite.

The Mega Drive Pete Sampras tennis games were excellent – and very popular too. The PlayStation version takes a very different approach to the sport, using motion-captured 3D players on a fully 3D court with a selection of impressive "camera" angles. It's also got a very "TV-style" feel to it, as tournament matches are reported on by commentators "back in the studio". But will changing the successful playability formula ruin the game?

The introduction sequence is pretty strange. It starts off as an old Movietone News film showing black and white footage of old tennis matches, interspersed with colour film of Pete Sampras.



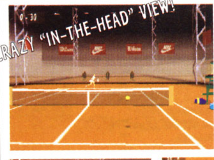






BALL CONTROL

Extreme Tennis's control method is fairly simple. The four main buttons are used for: Circle – lobs, Square – drop shots, Triangle – slices, and Cross – all backhand and forehand shots – which means that the Cross button is used far more than any of the others. The movement of the ball is controlled with the D-pad, holding directions aim the ball, and double taps add spin.

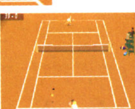


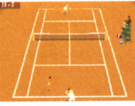


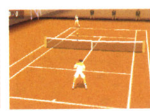
CRAZY "IN-THE-HEAD" VIEW!

INTERESTING POINT OF VIEW

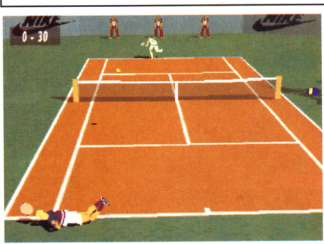
As the game's completely 3D, there are various views from which to choose. Most of them are behind the court, like a TV camera view, but there's one view that stands out in particular. The first-person perspective view puts the player right on the court in the middle of the game and, surprisingly, it's actually possible to play reasonably well! It really shows off the graphics and is quite a novelty as it's something that hasn't been done before.

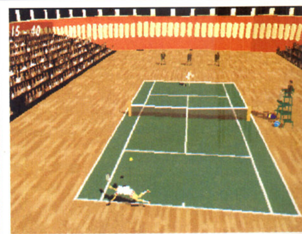




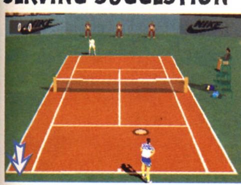








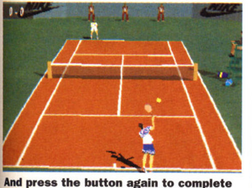
SERVING SUGGESTION



Press one of three speeds of serve button to start the aiming circle moving...



Guide the moving target as best you can to where you want the ball to bounce...



And press the button again to complete the swing. Not as easy as it sounds!



JUST LIKE GRANDSTAND... BUT NOT FUNNY

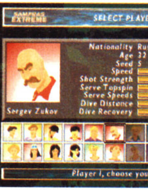
The light-hearted nature of *Sampras Extreme* means that the FMV sections aren't particularly serious. In fact, the intermission sections feature someone called Major Duffer! The sequences don't really work very well though, partly because the acting stinks, and the presenters are constantly reading their scripts on the desk in front of them!





See if you can spot the actors subtly looking down at their scripts. These sections are a nice idea, but just become annoying.

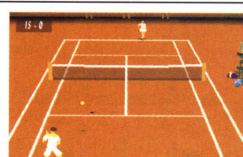
SUMMER COURTS SALE

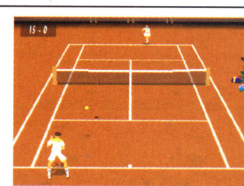


The different court surfaces are each in different locations around the world, and each one has a very different graphic style. As well as this, to add more atmosphere, the umpires call the scores and results in the language of the current country.

WACKY PLAYERS!

Sampras Extreme Tennis isn't very serious. It may have Pete Sampras in it, but the rest of the characters are crazy! They've all got strange names, and some of them can't be selected right from the beginning – there are even a few secret characters, shown on the select screen only as silhouettes!





REVIEWER

The Mega Drive *Pete Sampras* games were great – especially in 4-player mode. Like most people, I was expecting this to be a near identical game with improved graphics, but it's a totally different game. The timing of all the shots has changed completely, from having to press the button at the instant you wanted it to hit, to pressing the button very early in this game. It means that players need to get into position quickly and select the shot a long time before the ball reaches them. It takes away some of the feeling of actually controlling the player, but still works well once you get used to it. The animation of the players is excellent, and the movement of the scenery is just as smooth, making up for the not-so-detailed characters. There are three different game speeds, so anyone can set it up just right for themselves, and it's also possible to customise a character to suit you perfectly. It's just strange that all the presentation is very wacky, yet the actual game is fairly serious – which is a weird blend for sure. It's not the best tennis game ever – Pete's other games are better – but it's still good, and the best on the machine so far.

ED LOMAS



RATING

Currently the best PlayStation tennis game available, and one which will appeal to many people. It just doesn't really feel as though you ARE Pete, you're just controlling him.











PlayStation

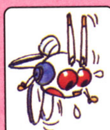


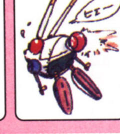
JUMPING FLASH 2

3D PLATFORM | BY EXACT | OUT NOW (JAP) | 1 PLAYER

- PLAYSTATION PREQUEL AVAILARLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- PRICE: £69.99 (IMPORT)
- PUBLISHED BY: SONY
- TEL: IMPORTER

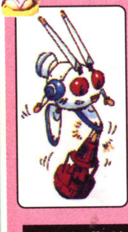
One thing that's been missing from every 3D platform game so far is the "just one more go" feeling that you'd get with many old *Mega Drive* and *SNES* games. *Jumping Flash 2*, like the first game, makes you play the game obsessively because the desire to see the next level and finish the game is so great. Unfortunately, this is also the game's main problem – playing *Jumping Flash 2* obsessively will mean that the game's completed on all modes in a day. The levels are fantastic and the 3D graphics have a slightly more realistic look than before, giving an excellent sense of being there. The best thing about this Japanese import vesion is that the original *Jumping Flash* is included in the pack, although it's the American version with annoying re-mixed sound effects. For import PlayStation owners, it's one of the best things available, and is even better if you haven't got the original. Let's just hope the first game's included in the official pack...







The levels are more themed than the first game, making them look more realistic.







The rain effect is brilliant – when looking up, it falls straight on you!





PC CD ROM

WITCHAVEN 2

3D SHOOTING | OUT NOW | BY US GOLD | 1-2 PLAYERS

- PC PREQUEL AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- PRICE £29.99
- PUBLISHEDBY: US GOLD
- TEL: 0121 625 3388

The Build engine, previously used for the excellent *Duke Nukem 3D*, is used again in *Witchaven 2*, instantly getting everyone's hopes very high. It's obvious as soon as the game begins that it's not been used as well as in *Duke*, as the frame rate is noticeably slower from the start. One of the most important parts of a 3D shooting game is the level design and *WH2*'s are a bit rubbish, actually. There's nothing more annoying than surviving a really hard section, collecting loads of weapons and goodies to refill your health, only to fall through what looks like the floor and onto some spikes which instantly kill you! The player movement's bad too, as the inertia varies from none in some cases, to the player carrying on walking for about five steps after you want him to stop, and it's almost impossible to tell which he'll do next time. It's supposed to be to *Duke Nukem 3D* what *Hexen* was to *Doom*. But it isn't. **ED LOMAS**



The graphics look pretty good in still pictures, but the enemies are really blocky and jerky up close.

MINI REVIEWS

PlayStation

ROCKMAN X3

Rockman's known as MegaMan over here, and as you can no doubt tell from the screenshot, the PlayStation and Saturn versions look remarkably similar to the SNES games. In fact, they're identical, other than the rough FMV cartoon sequences during the game. This isn't really a problem, after all, graphics aren't all that important, but the main thing is that the game is nothing special at all. We've had hundreds of games like this on the Mega Drive and SNES over the last few years, and most gamesplayers are bound to be sick of the sight of yet another average platformer. There are a few good points – you get to change characters; you don't have to play the levels in the same order every time – but they're not enough to get everyone so excited that they'll buy it. Mind you, there aren't many games like it on the 32-bit consoles, so some people will find it worthwhile. **ED LOMAS**

PLATFORM SHOOTING

OUT NOW (JAP)

BY CAPCOM

1 PLAYER







- NES, SNES AND SATURN VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- PUBLISHED BY: CAPCOM
- TEL: IMPORTER

It looks pretty similar to the SNES version from last month, doesn't it? It's not even a very good game.



PlayStation

GALAXIAN 3

Galaxian 3 may have the same name as the Namco classic (*Galaxian*, of course), it's not much like the original at all. The main difference is the background – it's now a good-looking full-motion video, and the game is a rather poor shooting gallery where it's almost impossible to actually destroy everything. Some of the FMV sections are incredible, and you'll find that it's more fun to stop playing and just watch instead – though you'll die in under a minute. The real problem is that it loses the whole effect that the arcade version had – playing with a bunch of friends on a massive screen with really loud sound – even in multi-player mode on a 29" TV with a Dolby Surround system (better than most people will get to play on) it doesn't compare. This just shows off how the game wasn't very good in the arcade in the first place.
ED LOMAS



FMV SHOOTING

OUT NOW (JAP)

BY NAMCO

1-4 PLAYERS



- ARCADE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- PRICE IMPORT
- PUBLISHED BY: NAMCO
- TEL: IMPORTER

If there was a way of reoving the game part, the film would be quite good to watch. But it stinks.

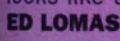


PlayStation



DOUBLE DRAGON

Though this game's not based directly on the *Double Dragon* movie (starring Robert Patrick), it does feature footage of it in the intro. The actual game is a one-on-one fighting game, with one interesting feature – Tiny 3D mode. The regular mode is played from the usual side-on flat view, and Tiny 3D mode lets you move the "camera" around the action while you're playing. The problem with this is that all of the background scenery and characters stay totally flat, giving it a pop-up-book look. There are 12 regular characters, and they've each got a selection of fireballs and dragon punches, but everything is so badly worked out and executed that the whole game looks like turd, only it's not as much fun to play with.
ED LOMAS





FIGHTING

OUT NOW (JAP)

BY TECHNOS

1-2 PLAYERS



- ARCADE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- PRICE IMPORT
- PUBLISHED BY: TECHNOS
- TEL: IMPORTER

This Tiny 3D mode is the most pointless thing ever. It looks rubbish and is impossible to play.



SEGA SATURN



GOLF GAME | BY VIC TOKAI | OUT NOW | 1-8 PLAYERS

- SATURN PREQUEL AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- PRICE: £44.99
- PUBLISHED BY: VIRGIN
- TEL: 0171 368 2255

VALORA VALLEY GOLF

Remember *Pebble Beach Golf*? It was the Saturn's first golf game and, while not brilliant, it was still pretty good fun. Well this is the sequel. Unlike most golf game updates however, *Valora Valley* doesn't just have more options and courses. Well, not in the normal fashion anyway. You see, this time the courses are just pure fantasy. Helter-skelter style mountains, steep slopes (that send your ball back to the start), and even Hell (a lava sea with stepping stones of fairway poking out) all feature. It's like golf played on gigantic crazy golf courses. And it's fun. While gimmicky, the courses all prove highly inventive, and the *Pebble Beach* mechanics still give the game a good golf sim feel. Plus there's all the usual Skins, Practice, Tournament options. Not *PGA* standard, but highly diverting.

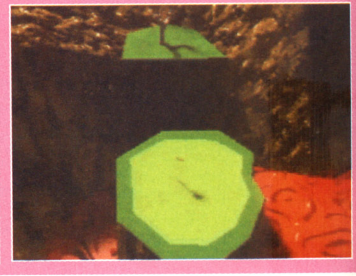
TOM GUISE



It's like post-apocalypse humanity, living in the safety of some mystic valley. Playing golf.







XXXXXXXX

GAME GEAR

VIRTUA FIGHTER MINI

It sounds like some kind of April Fool, but *Virtua Fighter* on the Game Gear is a reality. In fact, in Japan it's some cause for celebration. Sega are pushing *VF* towards a wider audience. VF Kids is part of that strategy, as is the new Kids Gear (Game Gear decorated with *VF* artwork) in Japan. And you can't bring out a machine like that without the game to go with it, so here it is. Based on the VF animated series, it's a 2D version of events, but nonetheless plays remarkably like the real thing. A selection of moves are missing, but PPK combos, counters and throws are all there. Plus, there's a zoom option which switches between close views (very blocky) and distance views (blocky) of the action. There's also a story mode, to add continuity to the fights. As good as *VF* could be on Game Gear. Fun.

TOM GUISE



OUT NOW (JAP) | BY SEGA | 1-2 PLAYERS

- ARCADE, SATURN, 32X VERSIONS AVAILABLE
- STORAGE 8 Mbit
- PRICE IMPORT
- PUBLISHED BY: SEGA
- TEL: LOCAL IMPORTERS

Wow, look at all those spectators. I can see Alex Kid, and Shinobi GG out there. Yoo-hoo, Wonderboy!





PC CD ROM — TIMON AND PUMBAA'S JUNGLE GAMES

Family CD-ROMs are normally pretty awful. This one is different. It's been animated by real Disney artists, giving it an excellent cartoon look, and all the sounds are totally authentic. The main menu screen is packed with hidden items for a start, meaning that wherever you click the mouse on-screen, something happens! There are four main games to play, each one playing like a "proper" game – Pinball, *Space Invaders*, *Puyo Puyo* and *Virtua Cop*. Well, sort of. They are all very basic, meaning that children can learn to play them quickly, but can get pretty tricky later on! This package isn't going to be much use to "grown-ups", but it's excellent for very young children to start playing video games.
ED LOMAS



CHILD VARIOUS

OUT NOW

BY 7th LEVEL



1-2 PLAYERS





- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- PRICE £39.99
- PUBLISHED BY: DISNEY INTERACTIVE
- TEL: 0171 605 2738

The graphics are very nicely drawn and beautifully animated.



PC CD ROM — GEARHEADS

This game is apparently the third most downloaded demo from the internet, after *Quake* and *Duke Nukem 3D*. It's a strange puzzle/strategy/action game for Windows featuring lots of toys. The idea is to select four types of toys from a choice of twelve and beat your opponent by getting more of your toys over their side than they get over yours. You do this by winding each toy up one by one, selecting where to launch them, and setting them off. Each toy has its weaknesses and strengths – some scare others, some are fast, some slow – and it's all quite good fun when you get used to it. It's maybe a bit too simple for some people to want to buy, but the simple, addictive gameplay can grow on you very quickly. The sad part is, it's just not worth £30.
ED LOMAS



STRATEGY



OUT JUNE

BY R/GA INTERACTIVE



1-2 PLAYERS



- MAC VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- PRICE £29.99
- PUBLISHED BY: PHILIPS MEDIA
- TEL: 0181 689 2166

Wind the crazy toys up and let them go! Here, the Deadheads are scaring the other toys.









PC CD ROM — THE DAME WAS LOADED

The Dame was Loaded is a point and click adventure game with some excellent quality full-screen FMV. It's set in 1940's America with you playing a private detective – Scott Anger – who has to help find a missing person, as well as solve some personal problems and cope with everyday life. The control system is slightly unusual, but makes perfect sense once you get used to it. There are plenty of characters to interact with, and the acting's not bad, especially considering that they're Australians putting on American accents! Some of the puzzles can be slightly obscure, but because you're very rarely told "I can't use that here...", you'll end up trying everything until you get it right. There's a good, light-hearted atmosphere and the game is pretty big, meaning that it's a good buy for adventure game fans.
ED LOMAS

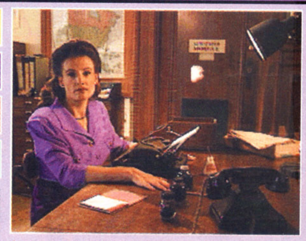


FMV ADVENTURE

OUT NOW

BY BEAM

1 PLAYER



- MAC VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 2 CD S
- PRICE: TBA
- PUBLISHED BY: PHILIPS MEDIA
- TEL: 0181 689 2166

An old flame. Show her a picture of your current girlfriend and she'll go barmy!







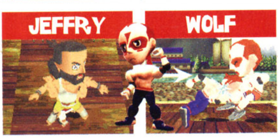


Last month we spilled the jellybeans on *VF Kids*. THIS MONTH, we've got our grubby mitts on the arcade board! A good excuse to show you more of the game, talk about the Saturn version and hold a competition!

THE RED-HAND GANG















DURAL!

Finally, we get to see the metallic bonus character. Not quite as impressive as her morphing *VF3* counterpart, but brilliant nonetheless! As you know, Dural uses a mix of other characters moves. Well now her face tranforms into theirs too!







When hit, Dural's eyes turn red. EVIL!

SATURN KIDS!

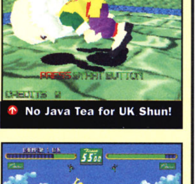
Only days after we tested the arcade board, the Saturn version of *VF Kids* was revealed at the E3. it seems near enough identical to the coin-op, but with added features.There are now movie end-sequences for each character, which reveal a day in the life of the fighter, and a two-minute attract demo of the fighters in action!



This Saturn select screen shows one and two player battles, ranking mode, watch mode, tournament mode, key configuration and options. PLUS a mysterious new mode. This is said to be connected to the new *Kids* combos, and is a 'true innovation'. Intriguing...

"WHEN YOU'RE SWEATING OVER A GAME, DRINK SUGAR-FREE AND ADDITIVE-FREE JAVA TEA TO FEEL REFRESHED!" MR HONDA, MANAGER OF OHTSUKA BEVERAGE

Last month we mentioned how *VF Kids* features product placement for Japanese soft drinks, Java Tea and Energen. However, It seems this advertising has been removed from the UK version (much like the Pepsi advertising from *Fighting Vipers* was). This is a shame because, from what we've seen, it also means the removal of the Pai vs Pai Energen stage, and even the Jacky vs Sarah Chicago stage (it had a Java Tea billboard in it). Whether this will also be the case with the Saturn version is unclear as, in Japan, AM2 plan a huge tie-up campaign with Ohtsuka Beverage for it.



No Java Tea for UK Shun!



No Energen stage for Pai!

Incidently, did you know that the whole *Virtua* advertising started in *Daytona USA*?

As Mr Kurokawa, PR executive for AM2 revealed in an interview with the Japanese Sega Saturn Magazine, "Being a race game, we negotiated with the car magazines to have one car out of the 40 use the colour or logo of that magazine. This was advertising for the magazine. And the magazines included articles on *Daytona USA*."

"ATTRACTIVELY DEFORMED CHARACTERS WILL APPEAL TO NEW TYPES OF PLAYERS!" QUOTE FROM *VF KIDS* COMMERCIAL FLYER.

Hmm, a catchy little jingle, that. But, whatever you think of it, that line demonstrates that *VF Kids* is just the tip of Sega's new strategy to increase sales of the Saturn to a broader user base, which includes younger gamers. As revealed in our news this month, the gradual price decrease of the Saturn has lowered the average age of Saturn users in Japan. So if you're wondering why *VF Kids* exists, it's in the unique position of appealing to previous *VF* fans with its advanced gameplay, and also younger games with its attractive cutesy look.



Aw, what a cutie!

Sega have yet to announce whether *VF Kids* will get a Saturn release in UK. But, as with all their titles, they're using their coin-op as a testing ground. If the game proves popular in the arcades, you can bet it'll hit he Saturn.

KIDS COMBOS!

While the less adept *VF* player may think this is just the same as *VF2*, fans will almost immediately notice differences in the way certain moves link together. Extra hits can be strung into some combos and, at times, altogether new combos seem to surface. This is a result of the characters' larger heads and the fact that *VF Kids* runs 20% faster than *VF2*.



The bigger heads force the players to lean back when blocking. All-new animation VFsters!





GROWING PAINS!

There's another distinct difference to *VF Kids*' combos. With each hit in the chain, the damage inflicted gradually decreases. So with longer chains, the overall damage is smaller. AM2 plan to adjust this even more in the Saturn version. "We may also put in a mode for under-fives," they say.



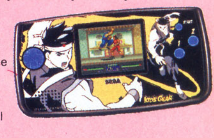
SEND 'EM FLYING!

VF Kids gives you even more incentive to finish your opponent with an impressive combo. Should you KO them with a 'flooring' hit, they're sent flying across nearly half the ring, even skidding when they land, and dropping out of the ring. Total humiliation!



WIN! VIRTUA FIGHTER GOODIES!

To celebrate the puppy-fat appeal of *Virtua Fighter Kids*, we're giving you the chance of winning some equally childish toys! Namely the recently-launched-in-Japan Kids Gear, complete with a copy of *Virtua Fighter Mini* – a unique 2D handheld version of the game (see P.30 for a review). Plus, three runners up can win a special *VF* figurine, available only in Japan. All you have to do is answer this simple question. Who is the Dural robot based on?



Send your answer to NOT THE T1000 COMP, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, before the 20th July.

A big thank you to Deith Leisure for giving us access to the first *VF Kids* board in Britain. You can play the self-same coin-op at the Wessex Super Bowl in Basingstoke.



NINTENDO



While most exhibitors adopted the strategy of covering as much floor space as possible with their displays, Nintendo's 'booth' at the show resembled the entrance to a ride at Disney World. The central unit was accessed via a ramp, which led visitors onto a viewing area for the benefit of a huge cinema screen. Below, numerous booths housed N64s running the initial line-up of promised games. Halfway up the ramp a Storm Trooper costume stood in an annex, with dry ice floating in the air. As people walked by, the suit dived into the way! Yes, there was a joker inside. Yes, I did jump!



Search for the powers of eight plumbers and take to the skies!



Mario faces tougher obstacles, in spookier settings on N64.







SUPER MARIO 64

Despite there being at least thirty or forty systems running this software, the queues were long and permanent – once you had your place, you didn't move! And once you had the controller in your hand, there was only a limited time before the assistant 'assisted' you off. So my experience with this title is not quite so thorough as I'd hoped to find. *SM64* officially now clocks in at 64 Meg, comprises of 25 different areas (15 Worlds, 10 special courses), and is unquestionably one very special game. The analogue joystick is used to direct Mario, and is sensitive to three degrees of force: Push lightly and Mario walks, a little harder and he jogs, full tilt for Mario to throw his arms and legs about and run at full speed. That's the easy part over. Learning to manipulate Mario is far more complex than before. Now for the plumber to stomp on his foes, players are required to first press the Jump button, then the Z Trigger. A few people I noticed had problems with this initially – perhaps because the Jump button uses the right thumb while the Z Trigger falls beneath the fore-finger of the opposite hand. Along a similar line, pressing those buttons in the opposite order sees Mario perform a back-flip. Mario may also reach three levels of height by pressing the button three times in succession – once for a hop, twice for a jump, and three times for a leap high into the air with arms spread to imitate rotor blades. Crawling to and fro is achieved by keeping the Z trigger pressed. Cartwheels are performed by running in one direction, then pressing jump and quickly pushing the opposite direction with the stick.



Throughout the game, Mario is said to obtain the strength of eight plumbers. I'm not entirely sure what this means yet. The T1000 style Mario occurs when the plumber dives into a silver pool and emerges coated in the stuff. As for the winged cap, unfortunately I don't know how or where that is found. An easier highlight to find is the cannon which Mario climbs inside to launch himself to higher places. Above all else, the appeal of this latest Mario incarnation is his seeming ability to do almost everything you want him to within his advanced 3D environment. If there's a tree or a wall he can climb them. Where there's water he can either splash around or dare to swim beneath the surface in search of some underwater channel to another location. Enemies are confronted with a super punch, or the trademark stomp. All the while players can casually switch views by use of the yellow C buttons, meaning that you don't suddenly end up staring at the back of a hill when you should be keeping an eye on the central character. And key objects don't fall out of view when you really need to see 'em.

All being well, by this time next month, CVG will have had opportunity to enjoy a thorough play through of *SM64*. The machine is launched in Japan just a few days before deadline, so fingers crossed.

WAVE RACE 64 2-PLAYER (SPLIT SCREEN)

An assistant originally assigned to demo *Mario* demanded that he switch places with somebody on *Wave Race* – it's that fanatastic. You'd be forgiven for passing this one over if first glances are to be trusted. Yet, just a few moments of crashing the Jet Ski over that water, I found myself screaming the game's praises. Count yourself lucky that you're reading these words, and not hearing them bellowed at 300 decibels from one very impressed individual!

The water physics are completely believable. So much so that you just accept that this is water, not some awkward representation. The translucency of its appearance, and the illusion of boyancy is absolutely perfect. Where fences enclose the race course, the water slops up against them. If you were ever wondering how race games could become more exciting the answer is definitely here. Of course there's no riding up hills, but the trade-off is much more interesting: Cutting into the biggest waves for tighter cornering, using the analogue stick to adjust the angle with absolute precision. Bouncing off the top of a ramp to make a big splash, then sink slightly into the water before powering ahead. All the while true-to-life environmental conditions such as wind speed and wave direction affect your control. Picture it – the entire playing field undulating and glistening as you race. Now try to imagine the feeling of skimming over those waves. It's an extremely difficult sensation to convey, but I absolutely guarantee that anyone who plays *WR64* once will want an N64. More than any other soft on show, this title supports Nintendo's claims that "Nintendo 64 is the only truly new video game experience since the Super NES." Absolutely.

Those riders balance on the skis with such superb realism, that they can only have been motion captured. How they push forward, lean back, and lean into the turns is spectacular. When they fall off, they carefully haul themsleves back onto the platform, knees first, with hands clutching the bars. Once they're standing again you're away!







PILOTWINGS 64

Ask me how I feel about this game in person and I can only express myself by holding up my hands and shaking my head, saying "It's incredible!" *PilotWings 64* in its entirety is purely spectacular. Its appearance far exceeds anything possible on even the most powerful domestic PC. In terms of gameplay, the depth is phenomenal too. Paradigm, whose expertise has enabled this project, have engineered another magnificent showcase for N64. Unrivalled fidelity is what makes *PW64* immediately so appealing. Once again the C buttons are used to look around, whereupon anything the player spies from a distance can be approached to examine in full, mindblowing detail. First a pond, then closer to discover those two white shapes are fountains, then closer still to witness the beautifully realistic flowing water. A tiny blot on a cliff-face reveals itself as an entrance to a cave, inside of which is a long and dangerous channel, this in turn leads to a pothole that goes deep into the ground. Here a waterfall conceals a star – which is your ticket to a bonus stage! Wearing the Rocket Belt it's possible to fly up close to the rest of the team as they hang-glide, and note that they are represented by exactly the same level of detail as player-controlled pilots. Amazing. What lies beneath the surface of the main events in *PilotWings 64* is greater than the explorational values of any other flight sim anywhere. Question is whether you're the kind of person who would appreciate such a luxury. But whether this kind of contemplative gaming is your bag or not, there is enough character and action to keep anyone enthralled. For instance, in some of the missions a metal giant stalks the land, and is only scared off by having his body stung by missiles. Great humour is included too with the human cannonball sections – steady your aim from within the barrel then BANG! Dave Gatchel of Paradigm used this sequence to demo the vast playing area, by deliberately overshooting the target with his stunt man who flailed crazily in the air before crash landing miles from his start point. And dynamic camera angles tracked him all the way down! The human cannonball is just one of the hilarious but nevertheless demanding bonus stages included. Another is a birdman, complete with amazing flapping wings. Once players feel confident with the basic game, they can earn bonus points from taking aerial snapshots of key locations, such as the Statue of Liberty or Mount Rushmore.

As *PilotWings 64* is another of the N64 launch titles in Japan, we hope to bring you a full pictorial next issue.







Landmarks grow huge as you approach, gaining amazing detail.







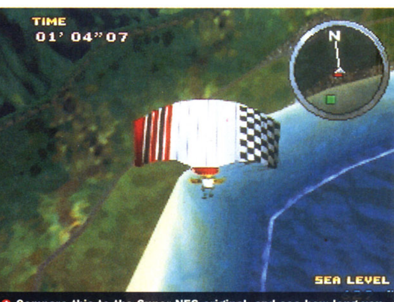
At high altitude you can almost feel the bite of the chill wind. The Birdman scene (centre) conveys the atmosphere perfectly.







Notice how far you can see into the distance, with no loss of detail – it's all there, only your eyes can't make it out yet!



Compare this to the Super NES original, and see how long you can last before beating your chest in tortured anticipation!



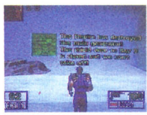
STAR WARS: SHADOWS OF THE EMPIRE

Here's my opportunity to tell you how incredible the N64 sounds. If you thought full-bodied orchestral music was only possible with a CD-ROM, prepare to be amazed. LucasArts have sampled music direct from the master tapes for use as the BGM in *Shadows of the Empire*, and the result is staggering. At least as clear and authentic as you can get outside of a concert hall and all the work of the N64 SP co-processor. Sound effects too are lifted straight from the library of material used in the original trilogy, with more besides. Feel the hairs on the back of your neck stand on end as the Empire's lasers flash by your head. Excellent! Of course the visual content is aweinspiring too. There are four different types of play area, including flight and *Dark Forces* style first-person action. The now familiar Snow Speeder section is especially exhillarating – just ask Dave Upchurch from NMS how cool it is to chance flying between the legs of an AT-AT, exactly as it happens in The Empire Strikes Back. Another cockpit eye-view that works is inside the Millenium Falcon as it enters an asteroid field, persued by Tie Fighters. Woah! But the part which sticks in my mind the most is in one of the first-person scenes which takes place inside one of the ice caves of Hoth. The Millenium Falcon is seen turning on its axis in the background, as it prepares for take off. The detail is incredible. As it blasts from the cave, Storm Troopers rush into the enclosure to attack the intruder – you. And it's as though you are really there. Classic material all the way, and there is never a thought of how the N64 is achieving all this atmosphere and depth – you just seem to accept that the machine isn't about to let you down with some crummy pixellated explosion or dodgy-looking texture map. Star Wars fans will be begging on their knees for this game when it finally hits the shelves, no doubt about it!!!



The awesome Millenium Falcom scene...






KILLER INSTINCT

With all due respect to Rare and Nintendo, *Killer Instinct* is not the best fighting game out there. And certainly not the 'Killer App' most players would go for if choosing a system on the strength of this particular area. What *KI 64* does portray, however, is how effortlessly the N64 hardware can reproduce an extremely powerful coin-op. As is the case with *Mortal Kombat.* So while a 2D fighting engine may not have been the perfect choice to showcase a machine so clearly profficient in 3D (If only Konami could get 47-Tek a development system!), this looks to be far and away the best version of *Killer Instinct* yet. No wonder the boys at Rare sound so pleased with N64 all the time.
For the record *KI 64* runs at 60 fps, incorporates new moves such as Pressure Breakers and Rock-Paper-Scissor moves, to sit comfortably with the existing but tighter Combo Breakers and Super Linkers. All the characters from *KI2* are in there, and are HUGE – especially when they move together and the 'camera' zooms in close.












BLAST CORPS

I'll own up to not having much experience on this one, but the word at the show was that *Blast Corps* is great fun. Especially the explosions! The premise is very simple: wipe out every structure in sight that might impede the progress of an out-of-control missile carrier. Begin the game with a basic dozer, and upgrade to more powerful machines the further into the game you survive. Extra points are scored for power-sliding into buildings – a tactic which becomes increasingly more rewarding depending on the style of vehicle (we're told some take on the form of giant humanoid robots!!) and of course the size of building. Once again we are reminded of N64's seemingly unfathomable ability to shift around masses of objects in solid 3D, and decorate it all with an amazing array of special effects routines.

CRUIS'N USA

Perhaps only because Nintendo promised this game was coming, here it is. And in the light of *Wave Race*, which truly redefines console racing, *Cruis'n* appears a little dated. It's sharper and smoother than the arcade original, but aside from that there is nothing added. It's another great promotion for the analogue stick however – being able to weave and steer through corners makes a huge difference from the slalom-style play offered by standard pack-in controllers.
In case you have never played *Cruis'n USA*, here are some of the things to look forward to. First off there are 14 courses, and players choose one of four custom cars to race them. The biggest draw is that the courses are replicas of monumental areas from across the US. Some places you find yourself avoiding Giant Redwoods, or you could be risking the paintwork by hurtling through Chicago. Just as with the other N64 racers, two-player mode splits the screen horizontally for the competition – and there is no noticable loss of detail or speed. *Cruis'n* is a safe bet for the American market, but given the choice I'd recommend *Wave Race* without a second thought.







Don't fret, those palm trees scale much smoother into the foreground than in the *Cruis'n* coin-op

E3 SHOW REPORT

NEW GAMES

N64 GAMES NOT ON SHOW

STAR FOX 64

Still in development, and improving visibly as the months go by. I fully expect to be blown away by this title when it finally arrives. Control over the original ARWING in Super NES *StarFox* was incredible, and the FX chip enabled some superb characters to emerge – remember that huge stomping dinosaur? N64 should effortlessy produce a worthy sequel with the analogue stick in control, and the 64-bit RISC processor taking charge of the many 3D graphics routines. And after what I heard on *Shadows of the Empire* the musical score should be fantastic too. There's no specified release date as yet.



Can't wait to fly low beneath those bridges!



Expect the animations of this droid to be cool!

KIRBY'S AIR RIDE

We were originally told that the Kirby game at Shoshinkai was only a demo. Obviously somebody saw greater potential, or took heed of the positive response at that event, because here it is on the official release schedule. Kirby brings with him one of the first four-player compatible games for the system, in the form of an Air Board championship. The idea is to perform as many wild stunts as your thumb will allow by means of the 3D stick – something which is believed to be impossible on any other system. Somehow I suspect Sega might not want to deprive Sonic of a little snow boarding acrobatics... we'll see. To keep players on edge, the game engine randomly generates circuits and obstacles for each race in one of the modes. Should be sensational, and extremely funky!



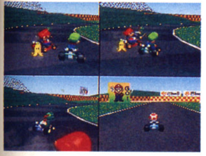
Four-player, split-screen Kirby!

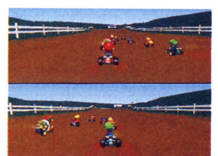
KEN GRIFFEY JR BASEBALL

After the initial press shots of Ken Griffey Jr being motion captured, Angel Studios have been unable to release any further details on their baseball game, to star the Seattle Mariners' pride and joy.

SUPER MARIO KART R

Super Mario Kart is the platinum selling contender for the best video game ever created. Certainly it's the most competive racing game out there. President of NCL, Mr Hiroshi Yamauchi, said that nobody was getting hands on experience of this long-awaited sequel until it was good and ready. And that obviously isn't yet. Once again E3 visitors witnessed tantalizing video footage of the game, and were reminded of the revolutionary four-player mode. Also four modes of play are confirmed: Grand Prix, Time Attack, Versus Match, and Battle Mode. Aieeee! Why must we wait!!! Well, at least we got to see the title screen.





BODY HARVEST

Another title that promises a rockin' sound track, amazing sound effects, and even more astounding worlds to admire – and then destroy. Actually it's the aliens who are destroying everything this time around, and the player is taken back in time to prevent them from doing so. There's a great deal of strategy involved – we are told – which is probably borne from the choice of action: 130 varieties of transportation await your steady hand to control, ranging from pick-up trucks to hovercraft; aircraft and tanks. Sounds like there's potentially more destructive power here than even *Blast Corps*!



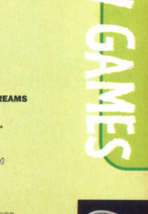
What are all these bars for?



Control 130 different vehicles!

GOLDEN EYE

Due to some difficulties with licensing agreements, Rare's *Golden Eye* project didn't make it to the show floor. Which is a shame, because Rare claim to have used all the blue prints from the film to replicate the locations, then inhabited them all with characters wrapped in digitised textures of the actors from the film. The game's primary style is a first-person shoot out, much in the style of *Virtua Cop* or *Time Crisis*, only with more freedom of movement – using the analogue stick in conjunction with the cross key and four C buttons. Sounds very interesting indeed.



US THIRD PARTY NINTENDO 64 PROJECTS

- **DOOM 64**
- **MORTAL KOMBAT 64**
- **WAYNE GRETZKY HOCKEY**
- **NBA HANGTIME**
- **ROBOTRON X**
- **WAR GODS**
  By Williams
- **TUROK: DINOSAUR HUNTER**
  By Acclaim
- **FIFA 96**
  By Electronic Arts
- **MISSION IMPOSSIBLE**
  By Ocean of America
- **MONSTER DUNK**
  By Mindscape
- **ROBOTECH: CRYSTAL DREAMS**
  By Gametek
- **FREAK BOY**
  By Virgin
- **SILICON VALLEY**
  By BMG Entertainment
- **ULTRA COMBAT**
  By GT Interactive
- **ULTRA DESCENT**
  By Interplay Productions

TETRISPHEAR

American magazine 'Fusion' ran a feature on H2O recently, the developers of this puzzle game originally planned for the Atari Jaguar! As happened with the original *Tetris* game, a couple of Nintendo suits saw H2O's game in development, and saw its potential. Hence the coveted *Tetris* association and the prestige of being taken on board as one of the first N64 developers. There's unfortunately not a great deal we can reveal at this stage, only that the aim is to "remove Tetris-style blocks to penetrate the core of a rotating 3D sphere." Which is a direct quote from the release handed out at the show. Should H2O get the balance of aesthetics and compelling gameplay just right, *Tetrisphear* promises to be a mesmorizing game.

BUGGIE BOOGIE

Nothing more was on show than was first previewed at Shoshinkai for Angel Studios' project, as overseen by Nintendo's Shigeru Miyamoto.



SUPER NES

We already know that *Super Mario RPG* isn't going to make it over here, which only leaves these four titles with overseas potential from NOA. But with N64s running just around the corner, not even the Americans were taking much of an interest in them; however pretty.

DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE!



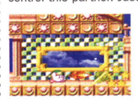
Evidently Nintendo believe that us 'kids' can't get enough of everyones favourite *Donkey Kong Country* series. I'm surely not the only person who would have prefered to see *KI2* from Rare instead. But on that slightly dismayed note, I wouldn't want to detract from the quality of *DKDT*. This time around players get to control Kiddy Kong, as he and Dixie explore hitherto unseen areas of DK Island. And it looks magnificent. The platform trappings are ingenious as ever, with breathtaking locations (for the Super NES) and suitably cool music. This is almost guaranteed to be the final Super NES DK adventure, so let's hope THE have the balls to bring it over!





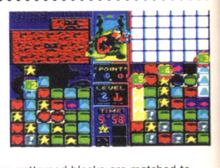


KEN GRIFFEY JR'S WINNING RUN



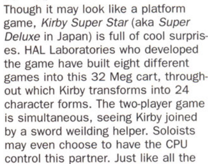
Seeing as we haven't seen the first Ken Griffey game on these shores, it's unlikely this will ever make it. Once again the Seattle Mariners' Baseball Superstar lends his expertise to help develop the ultmate hardball game on a 16-bit system. This time around it's Rare who have been handling the programming and design (Software Creations worked the original). Using similar techniques to their *DK* games, Rare have produced an attractive-looking sim, which allows players to build their own teams and compete in a special MLB challenge. Which all sounds superb, but is almost 100% guaranteed not to find a place in any UK player's Super NES 'control deck'.

TETRIS ATTACK



Remember *Panel De Pon* from issue #171? Well this is it, only with Yoshi and pals taking centre stage where the Leaf Fairy and her folk took off. Now it's okay to enjoy this game if you're a boy, I think, is the strategy. Anyhow, bear no mind to the *Tetris* in the title, as this has almost nothing in common with that game. Instead of slotting shapes together like a jigsaw, patterned blocks are matched to have them disappear. It's great fun and requires skillful thinking to progress. The two player mode, in which chain reactions can be used to obstruct a competitor's progress, ranks among the best games we've ever played at CVG. Please Yoshi, ask Nintendo nicely and they might let you go to the UK. (PS *Tetris Attack* is also scheduled for Game Boy).

KIRBY SUPER STAR



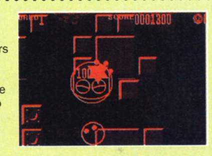
Though it may look like a platform game, *Kirby Super Star* (aka *Super Deluxe* in Japan) is full of cool surprises. HAL Laboratories who developed the game have built eight different games into this 32 Meg cart, throughout which Kirby transforms into 24 character forms. The two-player game is simultaneous, seeing Kirby joined by a sword weilding helper. Soloists may even choose to have the CPU control this partner. Just like all the best Nintendo platform variants, *Kirby Super Star* is riddled with secrets.



VIRTUAL BOY

Nintendo's 32-bit, monochrome (red on black), 3D portable – for those who don't already know. I like Virtual Boy, and find it a shame that the system didn't get the titles it deserved. After the initial batch of three great games – *Mario's Tennis, Galactic Pinball,* and *Teleroboxer* – things just seemed to dry up rapidly. Only two VB games were on show at E3.

BOUND HIGH



The gimmick here is to have players feel like they're falling down, then bouncing right back up again the whole time... Somewhere along the line Chalvo – your character – is to eliminate alien monsters from the grid below. The illusion of depth is great.

DRAGON HOPPER



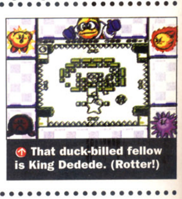
Didn't play this one, sorry. But I wish I had as *Dragon Hopper* derives a lot of its ideas from the *Zelda* series of games. In fact, as soon as it comes out in America I'm going to buy it. I'm not joking! Diana, here I come! I won't let Faeron hurt you!

GAME BOY

Now that Game Boy Pocket has arrived (see news) these two Nintendo titles suddenly become more interesting – I thought so anyway.

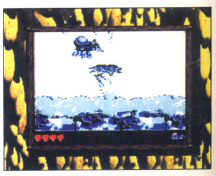
KIRBY'S BLOCK BALL

Whatever this Kirby fellow does is fine by me. Especially in the puzzle/ action category where nobody can convince him of being responsible for easy games. This is breakout with several cool twists, first of all that Kirby is the ball. Just like in *Kirby's Pinball* in fact. Here though, Kirby's special abilities are used to help him rack up the points and clear all ten stages. Look, it's brilliant! You should just buy it!



That duck-billed fellow is King Dedede. (Rotter!)

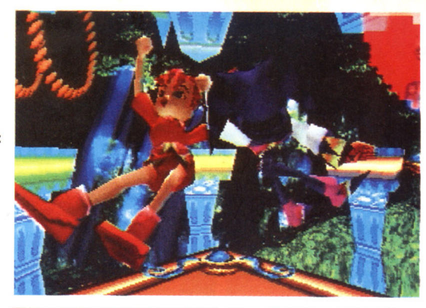
DONKEY KONG LAND II: DIDDY'S KONG QUEST



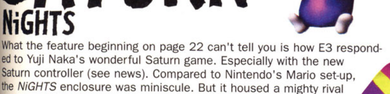
Who could have guessed, eh? Well no need to get too sarcastic, as the first *DK* game translated extremely well onto the tiny screen. Somehow Rare's ingenuity with platform games suits the Game Boy arguably better than the Super NES – clever secrets, and tricky obstacles just perfect for passing a train journey or whatever. Don't let the crumby screen-shot put you off. This game looks quite amazing in motion.

SEGA

At Sega's E3 party/ product presentation, President Tom Kalinske's message was very positive indeed. Worldwide Saturn sales are now exceeding PlayStation, and *Sonic the Hedgehog* is back on all Sega's platforms to lead the assault against Nintendo. You could almost hear the rings chime in celebration as that particular announcement was made. Promises of great things to come in the form of faithful *Fighting Vipers*, *Virtual On*, and (gulp) *Virtua Fighter 3* conversions were all taken with a pinch of salt however. I especially wondered about that *VF3* claim, as did most people. Potentially Sega have a rock hard software line-up for 1996/97. Potentially. Whatever your doubts, it cannot be denied that Sega as a whole are a broadthinking company and their success with the Pico is testament to that. Plus the Net Link (see news) is an attractive proposition for American homes. After some difficulties Sega are very much in control of their own product now, which can only be worrying for the opposition.



SATURN



NiGHTS

What the feature beginning on page 22 can't tell you is how E3 responded to Yuji Naka's wonderful Saturn game. Especially with the new Saturn controller (see news). Compared to Nintendo's Mario set-up, the *NiGHTS* enclosure was miniscule. But it housed a mighty rival for sure. With the 3D control pad, *NiGHTS* takes on a magical new feel. The freedom of movement seems to loosen the *NiGHTS* character for more daring acrobatics, and exploration with the two children is more exciting. Unlike the *Super Mario 64*, however, the 3D pad does not influence the speed of the characters. Overall the impression is one of fluidity. The hottest rumour surrounding *NiGHTS* at the show is that, early on Thursday morning, Mr Shigeru Miyamoto was spied trying his hand at the new game. Of course this doesn't mean anything – probably he liked it, then again he may have dismissed it as no competition. Good rumour though.



With the analogue pad in control, NiGHTS soars!

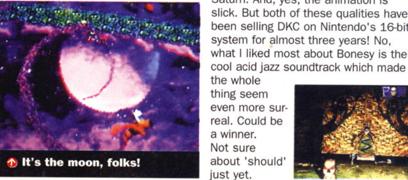


BUG TOO!

This sequel is completely different from the inside out. *Bug Too!* has an all-new 3D game engine which appears to have significantly improved over the acclaimed original. Still the same cringeworthy characterisation, mind. Now Bug is joined by Maggot Dog and Super Fly, the latter of which is – as the name suggests – a 70s fashion victim, complete with BIG afro. In keeping with this psychedelia theme some cool visual routines exist, in the form of underwater distortion and kaleidescopic locations. On a more practical note, players are given a "Bugs-eye-view" of the action on occasion, thanks to more 'camera' angles being possible. All characters can also run to get themselves into or out of danger quicker. This game isn't due in the US until November, so don't expect it here until December at the earliest.



Super Fly in Cemetery fix!

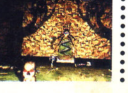


It's the moon, folks!



MR BONES

According to SOA, Mr Bones will be one of the year's most talked about games. Maybe so – but in hushed, "who-hell-he?", tones. It's basically an action platformer in which a human skeleton - aka Mr Bones – uses its comedic state to fathom the obstacles laid by the evil Dagoulian. To overcome his problems, Mr Bones may rearrange his anatomy in all manner of ways – for example his leg bone can be attached to his...arm bone. His arm bone can be connected to his... you get the idea. Sega are very proud of the SGI rendered character art which admittedly is reproduced well on Saturn. And, yes, the animation is slick. But both of these qualities have been selling DKC on Nintendo's 16-bit system for almost three years! No, what I liked most about Bonesy is the cool acid jazz soundtrack which made the whole thing seem even more surreal. Could be a winner. Not sure about 'should' just yet.





Awesome isn't he...





It isn't over till you sing!



SONIC X-TREME

The original *Sonic* games on Mega Drive turbo boosted that machine's reputation by pulling off impossible stunts. Now the creators of all the best-selling sequels turn their attention toward Saturn. And they have everything to prove, as the young producer Mike Wallis knows too well. As you can see, the game is represented in full 3D, with the play area designed to rotate through 360° almost constantly. Sonic is now a beautifully rendered 3D model which, along with all the Badniks, is presented on screen as a sprite. The powerful display is handled through a similar technique used by AM2 for their conversion of VF2, with video display processors VDP1 and VDP2 working in tandem. Sonic runs into and out of the screen, in addition to left or right, and can roll all around most terrain – taking the rest of the screen with him most of the time! Cool new abilities include throwing rings, along with the Spin Slash (mid-air 360° attack) and Sonic Streak (dunno). The Spin Dash is also back. Bonus rounds are guaranteed, but most exciting of all is that Sega are keeping certain aspects of the gameplay completely secret. It looks to me like Sonic could do it all over again for Sega.






Wooo-aaaaa-uuuurrgh...

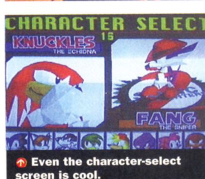

...aaaaa-eeeeee-ooooo...


...still want 2D Saturn Sonic?

SEGA COIN-OPS

Bah! No *Daytona USA Remix*, and only one of the promised arcade conversions was present at E3 – *Virtua Cop 2*. Though Sega had *Virtual On*, *Fighting Vipers*, and *Sonic: The Fighters* stationed around the stand. The *Virtua Fighter 3* demonstration also had a 'Coming Soon to Sega Saturn' notice attached to it. For some reason Tom Kalinske decided to go on record as saying the company now knew how to make this possible. To which I say "..."





Even the character-select screen is cool.

SONIC: THE FIGHTERS

Just briefly. I loved playing this machine! While it's obvious that Sega have eased up on the tactics to make this game accessible to a younger audience, Model 2 is used in other ways to make the experience worth coming back to. The locations are absolutely wild – ranging from rapid-riding hovercraft, to flying carpets. Some nice juggle patterns exist (try knocking a character into the air using Sonic, then catch them with a Super Spin on the way down), but best of all is the ability to sidestep attacks using all three buttons at once. Most characters have a retaliation move tagged onto this also. I hope Sega intend to bring this to Saturn, as that possibility wasn't mentioned at the show.

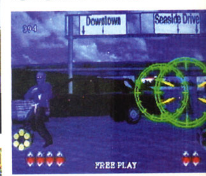






VIRTUA COP 2

Saturn proved itself very capable of handling the enormity of *VC2*. Which can only bode well for the other AM titles in the works. The level Sega had running was noticeably slower than the arcade – but so was *Virtua Cop* when we first saw it on Saturn. Content-wise however, it appears AM2 are succeeding in a big way. Sega were even so bold as to have this game running alongside the coin-op. Please let *Fighting Vipers* be this good!!!



VIRTUA FIGHTER KIDS



"This game is cool!". "Hey, I LIKE this!". A couple of typical comments from my challengers on *VF Kids*. This game is a success. It's already topping the charts in Japan, and if the response at E3 is anything to go by, Chi-Bi *VF* is sure to hook the Western market in too. You can read more about it in our feature this month, but what wasn't learned from the ST-V board we had in is that the Saturn version boasts five original play modes. Unfortunately I can't tell you what they are yet because it's secret. On the game select screen, everything after Arcade and Versus mode is represented by a question mark. Whatever this means, we'll find out soon enough.



Sounds like rain...



MEGA DRIVE (GENESIS)

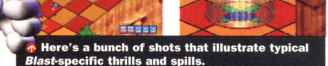
Don't pack that Mega Drive away just yet. Sega have three extremely hot games planned for 16-Bit, two of which have that buy-a-machine-to-own quality about them.

SONIC BLAST

From the same team who brought you *Toy Story*. Sonic looks absolutely amazing in this 16-Bit 3D environment. The graphics are crisp, colourful, and stylish so the game attracted quite a crowd. More than *DKC3* I should add. A new perspective prevents the game from seeming stale against the rest of your Sonic library. Seven zones of two levels each. Great rendered bosses. Plus bonus rooms and other secret stuff that enables another special ending. Sonic's 16-Bit home-coming is a success.







Here's a bunch of shots that illustrate typical *Blast*-specific thrills and spills.



When was the last time you saw Green Hill Zone look this good – not even in your dreams!



Popular opinion in this office is that 16-Bit Sonic still looks cooler than he does on Saturn.



Those birds trailing behind Sonic are known as Flickys – same as in the old Mega Drive platformer.



Saturn manages this conversion of VC2 well - minus the light-sourced crispness of Model 2.

OTHER NEW SEGA STUFF

X-PERTS – Genesis

Run-of-the-mill 2D fighting game that 'learns' as you play.

ARCADE CLASSICS Genesis

***Centipede* and *Missile Command* look and sound worse than the arcade originals!**

X-WOMEN–Genesis

Side-scrolling beat 'em up, featuring Rogue, Genesis and his Dark Riders.





VECTORMAN 2

More of everything that everyone went mad about the first time around. Plus some impressive lighting techniques that we haven't seen before on the Mega Drive, which all helps to make the ENORMOUS boss characters seem all the more terrifying. Sega Europe aren't sure of any plans to release this one over here.



VIRTUA FIGHTER ANIMATION

Nothing on show, but we're promised eight fighters that will appear in 3D. From what I could gather, *VF Animation* is arcade *Virtua Fighter*, minus the extra polygons and some of the moves. Good heavens!



SONY

Bravado in the face of Nintendo's huge E3 presence wasn't reserved to just Sega. Sony were laying claim to being the market leaders too. True or not, their E3 stand oozed success and promise. A casual glance in the direction of SCEA's huge banks of monitors immediately registered "Eye Candy" – a marketing term applied to great-looking software. Almost without exception, the PlayStation games looked fantastic.

"AT THIS TIME LAST YEAR, WE WERE THE NEW KID ON THE BLOCK. NOW, WE'RE LEADER." SHIGEO MARUYAMA, CHAIRMAN, SONY COMPUTER ENTERTAINMENT AMERICA



Though basically a platform game, the 3D slant enables Crash to run around certain obstacles – such as this pirhana plant.









CRASH BANDICOOT

Naughty Dog's PlayStation debut looks like a dream and plays like an Australian Marsupial. Just how good or bad remains an open question thus far. In the meanwhile I'd like to join in the praises for this game's magnificent graphic appeal. To the casual observer, *Crash* looks for all the world like it could be an N64 game. In fact you could forgive most PS fans for stepping out to say it's even better. The 3D is rock solid, and the textures are incredibly fine. Cast an atmospheric light over the Bandicoot's outback territory and it really comes alive. The game play is divided into two styles: side-scrolling platform, and second-person perspective platform. In either situation *CB* depends on the time honoured foot stomp/ bottom bounce technique to knock out enemies and crack open crates. You think that sounds familiar? Well, there's Bandicoot-eating Piranha plants too. So, the mechanics aren't revloutionary at all. But the setting is a marvel to behold. Not as alternative as *Sonic X-Treme*, nor ground-breaking as *Super Mario 64*, but SCEA's new mascot is arguably more sumptuous than either to behold. Between now and next issue we'll try to get more 'hands on' for a fair report on the gameplay.

TWISTED METAL 2: WORLD TOUR

Another title to advocate PlayStation's tremendous 3D muscle was another Single Trac project: *Twisted Metal 2: World Tour*. The vehicles now appear almost twice as large as before, and give the impression of being twice as detailed. The environments are more solid, with the two-player hunter-killer theme enabling the gameplay to hang together much tighter. There's less time spent driving around in circles with nothing to do. Vehicles come heavily armed, and even when the opponent isn't crossing your sights the interactive environment is available for target practice. New vehicles include a bulldozer, a race car, a hearse, and some bloke named Axel who's trussed up between two huge wheels, and armed to the teeth. Look forward to obliterating all of these, plus the old favourites, with new weapons such as remote controlled detonating bombs, napalm, ricochet bombs, and group missiles. Sony are lucky to have Single Trac Entertainment as developers – their attitude and their skill.



Twisted Metal 2 is looking extremely hot, don't you think? Can't wait to get on it again!

JET MOTO

Of all the SCEA titles at E3, I found this one to be uncharacteristically refreshing. *Jet Moto* is a hybrid of jet ski, motocross bike, and rocket. Because it hovers above the ground, it's unrestricted by terrain so can motor across anything – land or sea. Although the nature of the surface area does affect speed. Survey the geography, put the pedal to the metal, and away you go. The idea is to navigate the quickest, safest possible route between the start an finish gates. It's an ambitious title, but that's only to be expected from SingleTrac Entertainment; the same people who developed *Twisetd Metal* and *WarHawk*. America gets *Jet Moto* in time for Christmas, which means Europe may have to wait until early next year.

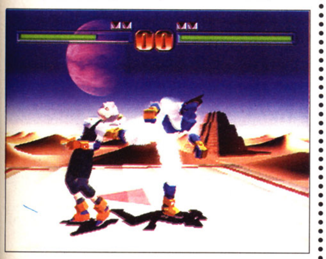




I'm looking forward to this one almost as much as Wave Race. The variety makes it exciting.

TOBAL NO 1

As we anticipate the release of *Final Fantasy VII*, Square Co Ltd have an innovative fighting game lined up for distribution through SCEA. You may suppose that *Tobal No 1* looks quite basic compared to *Tekken 2*, however the animation is much more fluid and true to life. Plus the gameplay takes 3D fighting that much closer to the real thing. Characters have complete freedom of movement around the fighting mat – 360° scope. Instead of jumping and crouching, pressing UP moves fighters into the screen, DOWN moves them out. There is a seperate Jump button which, used in conjunction with the cross key, allows fighters to leap in nine directions – straight up or any permutation of left or right, toward or away. *Tobal No 1* also uses a block button. Along with allowing fighters to duck attacks, in conjunction with down, the block button enables them to grapple an opponent. From this position fighters choose to throw or execute a close-range technique. Basic attacks are split into high, mid, and low level; using the Triangle, Square, and X buttons respectively. Linking the three results in spectacular combination techniques. Rumour has it that ex Namco (*Tekken*) and AM2 (*Virtua Fighter*) employees have been involved. But Atari said that about Fight For Life, so this isn't necessarily a good thing even if it were true. Whatever its pedigree, *Tobal No 1* was the class of Sony's E3 product. It will be interesting to see how 47-Tek's *Kumite* (released through Konami) will match up to this (see Konami section).



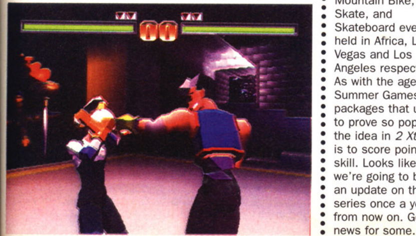












BEYOND THE BEYOND



PlayStation enables dramatic scenes like this to take place in SCEA's first RPG.

Here's where Sony try, and fail, to imitate the majesty of a Square/Enix-style RPG for the PlayStation. It doesn't take long to realise that *Beyond the Beyond* doesn't match up to the quality of those companies' wares. Konami have achieved much better with *Suikoden* – a game which at the very least looks like its running on advanced 32-bit hardware. That's not to say that I don't have a soft spot for this title. I'm happy SCEA are acknowledging the importance of RPGs alongside the likes of *2 Xtreme*. Simply that *Beyond the Beyond* is only marginally better than average in style and execution. When *Final Fantasy VII* arrives *Beyond the Beyond* is in danger of being confined to the back of beyond and forgotten. *Arc the Lad* – an RPG which has sold in excess of 400 000 copies in Japan – is also being published by SCEA in the US later this year.

BOGEY: DEAD 6

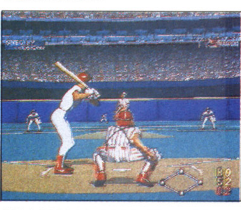
Since Sega released *After Burner* in the arcade, everybody – including Sega – has tried to relive that initial excitement. Fresh from the runway is *Bogey: Dead 6*. Players can look forward to piloting representations of the F-4E Phantom, F-15E Eagle, and F-14D Tomcat to name three of many. Hopefully these are going to handle more meangingfully than just a change of dials, engine noise, and weapons available. We're not mugs you know!



After getting the grips with the in-depth control through Training Mode, 12 different missions are faced in Scenario Mode. Combat takes place air-to-air, air-to-ground, and air-to-sea. One to make extensive use of Sony's analogue joystick at last.

MLB PENNANT RACE

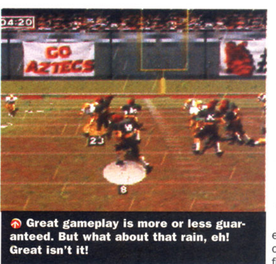
Going up against Konami's best-selling *MLBPA Bottom of the Ninth* is SCEA's own Major League Baseball title. Its main selling point is realism, qualified through 700 MLBPA players, from all 28 MLB teams, all represented as motion-captured, detailed texture-mapped characters on screen. The US have gone bananas over SCEA's other sports titles: *NFL Gameday*; *NHL Face Off*; and *NBA Shootout*. Expect this one to be no exception, although Konami's game is tough competition.



2 XTREME

The sequel to *Xtreme Sports* now has Snowboarding to boost its appeal. So if you know the difference between a rail slide and an ollie-air, you ought to be getting interested round about now. In addition there's Mountain Bike, Inline Skate, and Skateboard events held in Africa, Las Vegas and Los Angeles respectively. As with the age old Summer Games packages that used to prove so popular, the idea in *2 Xtreme* is to score points for skill. Looks like we're going to be fed an update on this series once a year from now on. Good news for some.

NCAA FOOTBALL GAMEBREAKER



Great gameplay is more or less guaranteed. But what about that rain, eh! Great isn't it!

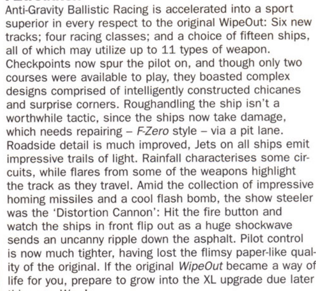
For the uninitiated, NCAA is college – American – football, and Sony's game features all 110 Division I-A teams, top Division I-AA teams, and all 10 conferences. A 'Gamebreaker' is a star player who is noticeably more talented than anyone else on field. Making the most of your Gamebreaker is what makes this title unique. If that means nothing to you, I'm sure the rest of the stuff Sony are keen on pushing won't do either: "There is nothing more fun than running an option on the wishbone and then lateraling the ball as you're about to get tackled". Yeah, right. As expected by now, *NCAA* is all motion-captured and matches take place in 3D rendered stadiums – complete with associated logos and banners. Everything looks great. Especially the rain. That looks phenomenal.

PSYGNOSIS INCORPORATED

DEVELOPERS FOR: PC CD-ROM AND PLAYSTATION

WIPEOUT XL (2097)

PLAYSTATION



Anti-Gravity Ballistic Racing is accelerated into a sport superior in every respect to the original WipeOut: Six new tracks; four racing classes; and a choice of fifteen ships, all of which may utilize up to 11 types of weapon. Checkpoints now spur the pilot on, and though only two courses were available to play, they boasted complex designs comprised of intelligently constructed chicanes and surprise corners. Roughandling the ship isn't a worthwhile tactic, since the ships now take damage, which needs repairing – *F-Zero* style – via a pit lane. Roadside detail is much improved, Jets on all ships emit impressive trails of light. Rainfall characterises some circuits, while flares from some of the weapons highlight the track as they travel. Amid the collection of impressive homing missiles and a cool flash bomb, the show steeler was the 'Distortion Cannon': Hit the fire button and watch the ships in front flip out as a huge shockwave sends an uncanny ripple down the asphalt. Pilot control is now much tighter, having lost the flimsy paper-like quality of the original. If the original *WipeOut* became a way of life for you, prepare to grow into the XL upgrade due later this year. Wow!







DESTRUCTION DERBY 2

PLAYSTATION

Longer, more varied circuits, complete with hills and wide-open sections – already *Destruction Derby 2* is sounding better. After the initial 'wow' of the original *Destruction Derby*'s presentation, the gameplay emerged as pretty thin on the ground. Seen it and done it in the first hour. Now the car wrecking in *DD2* sees cars flip out, cartwheel, or tumble depending on the impact involved. A huge *Daytona*-style banked circuit typifies the new approach to course building, as chaos broke out during my game the doors began to cave in and the bonet crumpled as my vehicle was spun on its axis over and over. Stuff that I didn'r notice but have been informed exist are shooting flames, and sparks flying. And that's just the new Stock Car Racing mode. Just like the original *DD2* is link-up compatible, and, I think, one to look forward to.

MONSTER TRUCK RALLY

PLAYSTATION

From the same team who brought us *Destruction Derby*, so the special effects are naturally spectacular. What I saw was just a basic, but entertaining, demo of a Monster Truck crushing a pile of junk-heap cars beneath its wheels. However we are promised such niceties as blizzards, mist, and lens flare for the finished game. There will also be a choice of vehicle – low-slung desert buggie, as opposed to the monster trucks – and authenticity is being introduced by applying an artificial intelligence to the behaviour of suspension and body effects. Outside of the arena, there is the choice of entering the Monster Truck Rally – five stages of unpredictable terrain, taking place over four days, totalling some 500 miles in varying weather conditions. Cool performances in any event are reviewable courtesy of a comprehensive replay option. In Film Director mode players may splice together their best sequences. A lot of nice ideas.

TENKA

PLAYSTATION



Lke id's *Quake*, all the enemies in this 'corridor' game are polygon based. Also the environment they inhabit is real time complex 3D – curved ceilings, sloping tunnels, and so on. Though still early on in development Tenka is receiving race comments from the US press for its intelligent plot line, as well as technical features such as attenuated-point light-sourcing. Though the emphasis may appear to be on just shooting – arm yourself to the teeth with mini rocket launchers, homing missiles, and a host of automatics – the real test of skill will come from solving the intricate problems of deciphering 'tactical info from the brain pattern recordings of cyborg prisoners'.





Also coming:
- Power Soccer
- The Adventures of Lomax in Lemmingland
- Chronicles of the Sword
- The City of Lost Children
- Discwordl II: Missing
- Presumed...!?
- The Fallen
- Island of Dr Moreau
- Ecstatica 2
- Formula 1
- Lemmings Paintball
- Sentient
- Zombieville

CAPCOM

DEVELOPERS FOR: PLAYSTATION, SATURN, PC CD-ROM

STAR GLADIATOR





Available for all to play, I counted two of these PS-based machines stationed around the Capcom stand. I wouldn't say *Star Gladiator* was causing a sensation, but then E3 is a trade event, and men in suits have other things on their minds – like bikini-clad girlies at the Konami enclosure. I only had time for a quick run through of the control system, which is four button plus joystick in the *Tekken* tradition. During this time the scale and fluidity of all characters was readily apparent, so it was amazing to find no noticeable lag time between input and technique. What's significant about this game is the guarantee of a perfect PlayStation translation later in the year – and Capcom's R&D have achieved staggering results with that hardware!



Great news for the PlayStation, however Star Gladiator is yet to prove its worth in the arcade.

BUSTER BROS COLLECTION

Buster Brothers (aka *Pang* in Japan) is an extremely popular series for Capcom in the arcade. Now they've packaged all three games – *Buster Bros*; *Super Buster Bros*; and *Buster Buddies* – onto one CD for Saturn and PlayStation. Available June or July in the States, this is a sure fire balloon busting hit so long as the translations don't suffer slow-down. Especially on PlayStation.

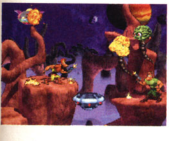
MARVEL SUPER HEROES

All that Capcom had running at the show was a video tape of the game running on a booth which had Sega Saturn written above it. But judging from the smooth animation, I, along with everyone else, am certain it was arcade footage. Still Capcom are promising perfection with *Street Fighter Alpha 2*, so I suppose we'll find out the truth in August.



MAJOR DAMAGE

As Slasher Quan pointed out last month, *Major Damage* is a two-player take on the *Gunstar Heroes/ Contra* theme, with *Captain Quazar* look-alikes instead of Anime style gunslingers or mercs. Personally I'm not sure about the graphic style – lush and SGI rendered though it may be – however the gameplay should save it. Lots of running to and fro, negotiating tricky platforms, with explosions happening all about. Some parts of the scenery are interactive, my first experience of which involved huge spiked balls on chains swinging into and out of the play area. In addition players may fire into the background, demolishing shop windows, runaways, or enemy vehicles. Also some characters which appear in the background are likely to jump into the foreground, smoothly scaling into proportion. There are 16 levels enclosed within five worlds, some of which are 'forced scrolling' – meaning you have to keep going or face the consequences! Thanks to 32-bit processing power, all this destruction can be tackled by two players simultaneously. Presently we have no news who will be handling this title outside of the States, but we'll keep you posted.





WEREWOLF: THE APOCALYPSE

Along with *Major Damage*, this is one of the first two titles to emerge from Capcom Digital Studios, based in the US. It's an action/ adventure RPG based on the Rage and the Werewolf card-based story-telling system, which has proven itself popular in the US. One or two players enter the world as a Garou (werewolf), which has the ability to adopt three forms – man, wolf, or werewolf. As everything is SGI rendered, the transition between the three shapes is slick and impressive. The viewpoint is top down isometric, and the gameplay has the emphasis on confrontation amid exploration – the type of attacks available depend on your character's current state of transformation. In addition to phsyical battles, Gnosis Points enable magic, the effects of which are subject to each character's Gifts. The version available for play at E3 was extremely early. Not a lot was happening, and when it did I crashed the machine... at which point I quickly departed the Capcom area.

Also Coming: •FoxHunt •StreetFighterAlpha2

KONAMI

DEVELOPERS FOR: SATURN, PLAYSTATION, PC CD-ROM

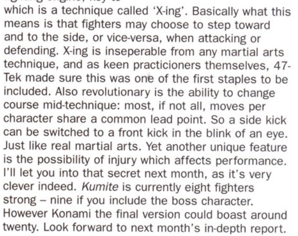
CONTRA: LEGACY OF WAR

A special effect unique to PlayStation Contra is a 3D mode, allowing certain stages to be viewed through 3D glasses. Unfortunately the Saturn cannot achieve this affect. Still the gameplay remains the same in both versions: one or two players choose between four mercenaries, the new characters are a female cyborg and a para-military robot. They're armed with flamethrowers, pulse rifles, homing lasers, and rockets to name some of many. To further aid them the vehicles are back with a vengeance! The tank is here, alongside jeeps, helicopters, planes, tanks, hoverbikes and hovercraft. Bundle this all together in a number of so far unspecified exotic locations, and you have mayhem on a scale that most other developers seem incapable of imagining. The only bad news is that the game isn't due even in America until early 1997. But quality takes time, and this should redefine 32-bit shoot 'em ups when its released. It's coming, though. Be sure of that.





KUMITE



As reported last month, *Kumite* is very much advanced over what is on offer from all current 3D fighters. For one thing it will use the first true 3D fighting engine, key to which is a technique called 'X-ing'. Basically what this means is that fighters may choose to step toward and to the side, or vice-versa, when attacking or defending. X-ing is inseperable from any martial arts technique, and as keen practicioners themselves, 47-Tek made sure this was one of the first staples to be included. Also revolutionary is the ability to change course mid-technique: most, if not all, moves per character share a common lead point. So a side kick can be switched to a front kick in the blink of an eye. Just like real martial arts. Yet another unique feature is the possibility of injury which affects performance. I'll let you into that secret next month, as it's very clever indeed. *Kumite* is currently eight fighters strong – nine if you include the boss character. However Konami the final version could boast around twenty. Look forward to next month's in-depth report.

BROKEN HELIX

Everyone's favourite alien hangout – Area 51 – features in Konami's corridor game with many differences. You play the part of explosives expert Jake Burton, sent on a mission to diffuse terrorist bombs in *Area 51*. A wide variety of aliens await, including such horrors as the much documented alien-human hybrids. Platoons of affected soldiers are also head-hunting Jake. As the whole scenario takes place real time, enemies can and will stalk Jake's every move and lay traps if necessary. Konami is placing a lot of importance on the plot with this title, promising "intriguing twists, turns, tragedies and challenges". Konami are back on form with some of the greatest action titles to have appeared in a long while. Early '97 is going to be an incredible period indeed.



PROJECT OVERKILL

Possibly the most violent shoot 'em up ever written. Like *Contra*, *Overkill* is isometric 3D, and uses some clever special effects to keep the action moving. It's a fast-paced one-player infiltration mission, in which players kill or be killed in the most horrible ways imaginable. Close range attacks see enemies bashed over the head until their skulls crack. Further away and a single gun blast will blow a hole right through an assailant's body. Not pretty. The play area is a labyrinth of corridors accessed by doors and blowing holes in walls. To keep everything in full view, transparencies replace walls when your character approaches them. Also rooms don't appear on screen until entered, which adds to the suspense. *Overkill* incorporates 51 missions, spanning three alien worlds. A behind-the-scenes report next month.





CRYPT KILLER

Never shy of applying a weird theme to a shoot out (*Lethal Enforcers II* takes place in the Wild West!), Konami have had a lot of success with *Crypt Killers* in the arcade. This one's packed full of rotted corpses, and mythical creatures after your blood, so the outlandish weaponry at hand is definitely necessary. Multiple routes, characterised by *Doom*-style scrolling and stomach churning speed changes, await. During its time in the arcades, *Crypt Killer* has undergone a number of face lifts. The latest version is very impressive, as all the creature are polygon constructs, overlaid with grisly, or fantastic textures. The Sony version comes packed with their light gun – obviously aknowledging that their own *Horned Owl* isn't a patch on this.

Also Coming:
- International Superstar Soccer
- Deluxe (Mega Drive)
- International Track and Field
- Konami Open Golf
- NBA In the Zone 2
- Policenauts
- Road Rage (aka Speed King)
- Suikoden



NBA HANGTIME

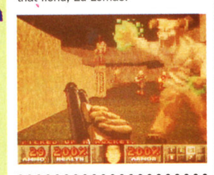
PS, MD, SNES, N64

The true successor to the original *NBA Jam*, as created by Mark Turmell and team. Hangtime features players from all 29 NBA teams, in 2-on-2 competitive play. All the acrobatics of Jam are enhanced, plus the infamous "On Fire" scenario still exists. The Create a Player feature, along with the voice of Neil Funk, announcer for the Chicago Bulls, will make it over to all home versions. As will, hopefully, every last one of the 900 secret power-up codes. No doubt our tips section will be full to overflowing once this game is out there. We are prepared!

FINAL DOOM

PS

Due to the phenomenal success of *Doom*, PlayStation owners are being rewarded with another 32 original levels, backed by new theme music and a host of new secrets. *Final Doom* is based on *Doom* – Custom Play Edition, and is said to include a further three "horrific" episodes, featuring terrible scenes unavailable in any other version of the game. Obviously Williams haven't been subjected to the ones created by that fiend, Ed Lomas.



WAR GODS

PS N64

Currently the only fighting game out there to use full 3D, albeit in the Williams tradition of cool gimmicks. *War Gods* is coming to N64 and PlayStation, and features everything from the arcade version: full 360° range of movement, teleportation, running attacks, and fatalities. Project leader Jim Gentile was at the show to promote his game, and the Digital Skin™ technology which characterises the look of the game – wrap around textures of digitised actors. As reported from teh ACME in America, *War Gods'* gameplay is close to *Mortal Kombat*'s, with the addition of a huge green 3D button to enable specific 3D manoeuvres. The cheesy plot is being developed into a comic book series as a promotion for when the home versions are unleashed. CVG's coverage of *War Gods* should continue apace as of next month.

WILLIAMS

DEVELOPERS FOR: PLAYSTATION, SATURN, N64 AND PC

MORTAL KOMBAT 64

N64

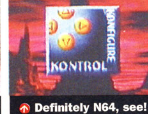
One of the big N64 surprises of the show was *MK64*. Everyone knew that a *Mortal Kombat* game was coming out on the machine, but to have a fully playable version of a NEW *Mortal Kombat* game was quite a shock! It features all of the *Ultimate Mortal Kombat 3* characters, as well as Raiden and Baraka from *Mortal Kombat 2*! You can play as Rain and Noob Saibot, and there are at least two more hidden character boxes!

The game isn't just arcade perfect – it's better! The backgrounds are all slightly better-looking, with a bit more animation and better lighting, but the best thing is that there's no loading time. The movement's controlled with the cross-key the N64 controller, and the attacks are performed with the two action buttons and the four C-buttons.

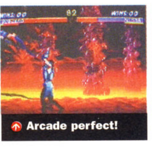
As well as having the new (or old, depending on how you look at it) characters, they've been changed slightly. Firstly, there are new battle screen portraits, and the fighters also have new moves: Baraka can hold his blades out and spin around, for example!

It's all incredibly exciting for *MK* fans, and the game should be ready in time for the US release on 30th September! Certainly before Christmas.


Lots of characters!



Definitely N64, see!


Arcade perfect!


New artwork...


Play as Rain on an MK2 background!


No compromises were necessary at all!

ROBOTRON X

PS

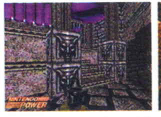
This historic, hardcore shoot 'em up lives again – this time in 3D. At the show, Williams weren't sure if *Robotron X* was PlayStation exclusive or not, though they had a Win '95 version up and running, plus there was talk of an N64 translation. Whatever, *Robotron X* recaptures the spirit of the original arcade game, which spawned such games as *Smash TV* and *Total Carnage*. The sound effects especially are pure analogue distortion delight! Two joysticks are used to control the main character – one for movement, the other for independent directional fire. The idea is to shoot everything except the hostages, a task which causes the entire play area to erupt in a constant shower of multi-coloured particles. There are over 100 levels of this thing, plus three styles of bonus rounds. It may look pretty basic, but this game is the coolest thing since *Tempest 2000*. Possibly even greater.

DOOM 64

N64

Unfortunately *Doom 64* was recalled at the last moment before E3, so no version of this game was on show – not even behind closed doors. All I can pass on are the facts as detailed in the press release. The game is scheduled to hit the streets in November, and is of course based on id Software's classic series of PC games. Over 24 new levels have been constructed, with the monsters and weapons all redesigned to make the most of N64's vast capabilities. Take this to mean enhanced textures, and better quality animation all round. Gamers are also promised great sound, in the form of "earth shattering" special effects and "maniacal" music. *N64 Doom* is described by Byron Cook, President of Williams Entertainment Inc, as "the wickedest, most lethal version of Doom ever!". Mother.


Pictures originally published on the Nintendo Power Home Page: www.nintendo.com

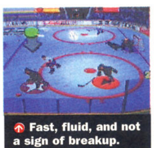




THE NHLPA PRESENTS WAYNE GRETSKY'S 3D HOCKEY

N64

Based upon the forthcoming Atari coin-op, *Gretsky's* is one of many N64 exclusives in development. Presented in real time 3D, the action is slick and fast with the N64 hardware showing no signs of strain as the virtual camera pans and zooms to capture all the action. The C buttons enable players to view the rink from any angle through 360°, while the camera closes in on specific action scenes to highten the excitement. The solid 3D models ar individually based on Stanley cup hockey athletes. Wayne Gretsky – proclaimed as "the best skater on Earth" no less – became personally involved with the design and mechanics of the game. The N64 enables greater depth of play than any other ice hockey simulation, while providing enough pazzazz to satisfy thrill seekers in the arcade. No doubt the NHLPA license will work wonders for sales, though anybody will appreciate the digitized MIDI music, and crystal clear sound effects comprising of fog horns, crowd rumble, and, of course, much grunting and crashing into barriers. *The NHLPA Presents...* should be available for N64 at launch in the US.


Fast, fluid, and not a sign of breakup.



Super sharp detail up close.

Also Coming:
- Arcade's Greatest Hits
- Area 51
- Open Ice
- Ultimate MK3
- Ms Pac Man
- Silver Squadron

ACCLAIM

PUBLISHERS FOR: PLAYSTATION, SATURN, PC, N64

TUROK: DINOSAUR HUNTER

Once again the N64's ability to convey huge, texture-mapped polygon characters is brought to the fore. Acclaim's advanced motion capturing technology lends everything that moves a realistic quality hitherto unseen. The adventure takes place from a first person perspective, using the N64's anologue controller to finely adjust the direction you face, while the cross key dictates movement. It takes a little while before this becomes second nature, but eventually allows for skilled players to become lethal hunters. It must be said that Acclaim have been masterful in their creature designs and animations. The way those Raptors move is on par with Jurassic Park, right down to when they keel over and die with their legs twitching. Through the fog (no doubt used to conceal unsightly pop-up), larger troll-like enemies patrol ledges. When they see strangers coming, they spring into action – leaping from their vantage point to charge straight at you. There's a genuine sense of discovery, tinged with lurking danger in Turok. As you head down tunnels, it's difficult not to duck your head or crane it to one side in order to peer round a corner. I must have looked like an idiot. Everything looks superb, even the detail on the weapons – knife, tomahawk, tek bow, etc – is extremely fine. The makings of a classic N64 game.





Also Coming:
- Alien Trilogy – Saturn
- Battle Monsters –
- Saturn
- Space Jam –
- PlayStation, Saturn
- Dragonheart –
- PlayStation, Saturn
- Crow II – PlayStation, Saturn
- Iron Man/X-O Manowar
- Magic The Gathering
- WWF 'In Your House'

CRYSTAL DYNAMICS

PUBLISHERS FOR: PLAYSTATION, SATURN, PC





PANDEMONIUM

At last Crystal Dynamics have found a vehicle for their skilfull platform game designs – their proprietary Freestyle 3D Camera Technology. Like Sony's *Crash Bandicoot*, *Pandemonium* is a conventional platform game dressed to the nineties in glorious 3D. Players adopt either Nikki (the girl) or Fargus (the Jester) as their character – doesn't matter which as one can morph into the other at any point during the game. At first glance *Pandemonium* is no better than *Gex* in terms of attractive gameplay mechanics. You've done it all before – but not, I hasten to add, quite like this. As the characters run from left to right, or jump into the air, the 3D world shifts fantastically around to the best dramatic effect. When leaping the floor falls beneath you, inducing a giddiness similar to that in *Jumping Flash*. In true, unoriginal platform tradition, Nikki and Fargus may transform into some form of animal alter-ego to evade certain obstacles. It's difficult to convey, but somehow *Pandemonium* feels very unique!

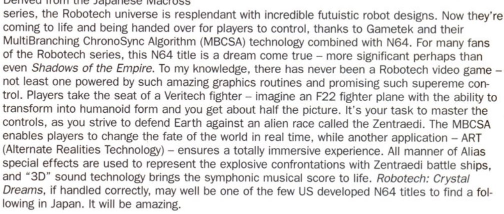
Also Coming:
- Legacy of Kain – PlayStation, Saturn
- 3D Baseball – PS, Saturn
- Ghost Rider – PlayStation, Saturn

GAMETEK

PUBLISHERS FOR: N64, SATURN, PLAYSTATION, PC CD-ROM

ROBOTEK: CRYSTAL DREAMS

N64



Derived from the Japanese Macross series, the Robotech universe is resplendant with incredible futuistic robot designs. Now they're coming to life and being handed over for players to control, thanks to Gametek and their MultiBranching ChronoSync Algorithm (MBCSA) technology combined with N64. For many fans of the Robotech series, this N64 title is a dream come true – more significant perhaps than even *Shadows of the Empire*. To my knowledge, there has never been a Robotech video game – not least one powered by such amazing graphics routines and promising such supereme control. Players take the seat of a Veritech fighter – imagine an F22 fighter plane with the ability to transform into humanoid form and you get about half the picture. It's your task to master the controls, as you strive to defend Earth against an alien race called the Zentraedi. The MBCSA enables players to change the fate of the world in real time, while another application – ART (Alternate Realities Technology) – ensures a totally immersive experience. All manner of Alias special effects are used to represent the explosive confrontations with Zentraedi battle ships, and "3D" sound technology brings the symphonic musical score to life. *Robotech: Crystal Dreams*, if handled correctly, may well be one of the few US developed N64 titles to find a following in Japan. It will be amazing.

Also Coming:
- Jeopardy! – PC CD-ROM
- Football – PlayStation and Saturn
- Fly Fishing – PC CD-ROM
- Surface Tension – PC CD-ROM
- Alien Incident – PC CD-ROM
- Soul Hunt – PC CD-ROM
- Net: Zone – PC CD-ROM
- The War College – PC CD-ROM
- Attack of the Mutant Penguins – PC CD-RO

UBI SOFT

DEVELOPERS FOR: PLAYSTATION, SATURN, PC CD-ROM

STREET RACER DELUXE

SATURN AND PLAYSTATION GAMEBOY

Eight-player simultaneous racing. Don't ask us how, but Vivid Image have done it. On both Saturn and PlayStation, the screen is split down the middle and across four ways, resulting in eight tiny windows. Is it playable? I dunno, but Ubi Soft claim it is. Basic enhancements over the 16-bit originals include 3D graphics, 24 new tracks, and multiple viewpoints. The gameplay remains firmly entrenched in classic *Mario Kart* style, but that's hardly a bad thing. Plus there's the "out-of-the-ordinary" soccer tournament included for old times' sake. Should put pressure on *Micro Machines 3D* and *Super Sonic Racers*.

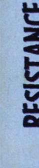






Also Coming:
- Rayman II – PlayStation, Saturn, PC CD-ROM
- POD – PC CD-ROM

INDEPENDENCE DAY



EARTH VS THE FLYING SAUCERS, THIS SUMMER...

The plot is not unlike that of *War Of The Worlds* – aliens attack Earth, the American military fights back and interplanetary war takes place in all major American cities. The special effects however, promise to be truly *out of this world!* *Independance Day* is coming and it's being touted as the hottest of this year's summer blockbusters!

Picture if you will, 15-mile wide motherships casting massive shadows over the 30 biggest cities in the World. Picture airbases being destroyed by swarms of foo fighters. Picture tidal waves of fiery death ripping up streets like they're mere tablecloths. Picture the White House being OBLITERATED!



Inside are gross cashew-nut headed alien monsters (see Paul's editorial pic for details).



Yeh? Well, you've just pictured a few of the scenes that punctuate *Independance Day*, so called because the invasion begins on the Fourth of July weekend.

This apocalyptic rehash of the classic sci-fi B-movie is the brainchild of the boffins responsible for last year's intergalactic action spectacular, *Stargate*. At a cost of over $60 million dollars, the film stars such luminaries as Will Smith (the Fresh Prince, who else?) as a US soldier and Jeff Goldblum (*Jurassic Park, The Fly*) as your stereotypical quirky scientist. As in *Jurassic Park* though, the real stars are NOT going to be human. So what do the aliens look like?

Well, you can guarantee that's going to remain one of the film's biggest secrets. Perhaps right up till the very end. But to give us a clue, the film's creators reckon the plot ties in neatly with all the modern-day mythology about the Roswell Incident, crop circles and alien abduction. So perhaps we can expect the currently fashionable 'greys' to make an appearance. Or ET. But not ALF.

The invasion force is set to hit the UK on August 9.

MEANWHILE, ON THE DARK SIDE OF MARS...

The 'alien invasion' movie is obviously the current in thing, because famed bizarro film director Tim Burton (*Batman, Edward Scissorhands, Nightmare Before Christmas*) also has one up his sleeve, in the form of *Mars Attacks!* A film based around the popular 1950's Topps trading cards.

If you've ever seen the cards (they were re-released two years ago, complete with 90's update cards by the likes of 2000AD artist Simon Bisley), you'll have a fair idea what the film is going to be like. Skull-faced aliens in goldfish bowl helmets, armed with disintegration rays, perform all manner of dispicable acts on the human race, even going so far as to enlarge Earth's insects. Some of the cards were so gruesome (most notably 'No.36 Destroying a dog') they were actually banned in the 50s! Expect plenty of tongue-in-cheek B-movie weirdness from this one!





Fresh and The Fly. Groovin' coolsters!

ATTACK from MARS

IT'S NOT OVER YET!

And, just to round of this month's alien invasion madness, Midway have just released an *Attack From Mars* pinball table. The name should give you a fair idea where the table gets its inspiration, as bubble-headed aliens deck out the set-up, as do flying saucers, US air bases and giant insects. Great stuff! Now all we need is a new *R-Type* release...









The original *Mar Attacks!* cards. If the film is this good, it'll be... good. Gurgle.

The Computer and Video Games FREE Pull-out Guide

computer and video games

July 1996

FREEPLAY

Issue 3

•stop press•

TEKKEN 3 CLAIMED TO BE SUPERIOR TO VF3!

Although nothing new on *VF3* has surfaced this month, it was still the most technically impressive thing seen at the E3. So imagine our shock (make that palpitating fear) to hear that *Tekken 3*, currently in the works, is claimed to be even more technically impressive than *VF3*!
Naturally, to match (or even better) AM2's new Model 3 technology, something a good deal more advanced the Namco's current top-end System 22 board is needed. Enter System 33, rumoured to based on the new Power VR graphics acceleration technology on PC. At its most basic level, Power VR is claimed to be 30% more powerful than the PlayStation with all the PS's effects in use. However, multiple Power VR sets can be linked in parallel, to create enough power to generate two million polygons-per-second. If true, that's *twice as many as Model 3!* Gulp.
Power VR has yet to be released in commercial form, however, it's true that Namco are involved with the new chipset. In fact, they've already created a highly impressive running demo of *Rave Racer* on it, which looks particularly awesome.
Of course, a conversion of System 22 *Rave Racer* is one thing. Actually outshining the frankly immense Model 3 would be something else entirely. *Tekken 3* isn't going to be ready until early 1997. In the meantime, We're going to take a hands-on look at the Power VR board next month, which, it's claimed, will sell for only £100! And we'll have *Rave Racer* on PC too!

Heihachi in fully-rendered glory. If *VF3* is anything to go by, *Tekken 3* should look as good as this.

DAYTONA REMIX – IT DOES EXIST!

Yes, while the game failed to make the show, we've heard from an extremely reliable source that it is DEFINITELY in the works. The name has yet to be revealed – *Daytona Remix* and *Daytona Deluxe* are the two current favourites – but it's known the game is being coded in Japan. NOT however, by AM2.
Don't fret though, because it's in the hands of the more-than-capable CS Team – the people who worked with AM2 on Megadrive *Virtua Racing*, 32X *VR Deluxe* (hence the Deluxe moniker again) and Saturn *Sega Rally*.
Daytona Remix is claimed to be graphically superior to the *Sega Rally* conversion, with two extra courses included. Also, the Sega advertising for the game is going to feature the yellow and red manual-transmission Hornet as its main image.
Of course, the biggest question, and it's the main reason people have been demanding a *Daytona Remix*, is over an arcade-perfect translation. When Sega improve that clipping and hopefully (just as important) the resolution, we hope they leave in an authentic arcade mode, before adding the extras. Arcade-perfect *Daytona*, that's what we want! Possibly more next month.

NAMCO PLAYSTATION LIGHT GUN COMING!

**Word has it, Namco are currently making their own light gun for the PlayStation.
Unlike the Konami light gun already available, this one will have kickback in it, meaning that it will shake with recoil whenever a shot is fired, just like Namco's arcade light guns. To do this it needs to be either battery-powered or run from the mains somehow. Having recoil in the gun is a good indication that Namco have finally decided to make the excellent *Point Blank* and possibly the System 22 game *Time Crisis* for the PlayStation, something many people thought would never happen. With the gun having costly moving parts and also running from batteries or the mains, it's likely to be expensive – maybe up to £50-£60. We're big fans of *Point Blank*, and an arcade-perfect conversion of this, complete with the excellent gun will be brilliant! Details are still very vague at the moment, so we don't have a release date, but we hope that the gun and at least one game will be out by the end of this year.**

READERS MOST WANTED CHART

Yet more of your cravings. Nintendo 64 is once again the hottest object of your desires, unsurprisingly. But all things *Street Fighter* seem to be consuming your waking moments too.

1	NINTENDO 64	THIS CENTURY
2	QUAKE	PC
3	VIRTUA FIGHTER 3	ARCADE
4	MARIO 64	N64
5	KILLER INSTINCT	SNES
6	STREET FIGHTER 3	ARCADE
7	STREET FIGHTER ALPHA 2	SATURN / PS
8	VIRTUA COP 2	SATURN
9	SONIC PLATFORM GAME	SATURN
10	SUPER STREET FIGHTER ALPHA	SNES

Other Most Wanteds that just failed to make the chart are *VF Kids* on Saturn, *Daytona Remix* again, *Sonic 4* on Megadrive, a 64-bit upgrade for PlayStation, and the new 32-bit Nintendo hand-held. And one that touched our hearts – Sega and Nintendo joining forces! Keep sending your Top 3 Most Wanteds, in the order of importance. Do that for us and we won't bin your mail straight away.

Contents

computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**NE**	**RIDGE RACER REVOLUTION**	**PLAYSTATION**	**NAMCO**
2	NE	DUKE NUKEM	PC CD-ROM	US GOLD
3	1	DOGZ	PC CD-ROM	MINDSCAPE
4	NE	BRIAN LARA '96	MEGADRIVE	CODEMASTERS
5	5	SENSIBLE WORLD OF SOCCER 95/96	AMIGA	TIME WARNER
6	10	CIVILIZATION 2	PC CD-ROM	MICROPOSE
7	2	DUKE NUKEM 3D: DEMO	PC CD-ROM	US GOLD
8	7	STAR TREK DS9: HARBRINGER	PC CD-ROM	OCEAN
9	4	LITTLE BIG ADVENTURE CLASSICS	PC CD-ROM	EA
10	NE	NFL: GAME DAY	PLAYSTATION	SONY
11	6	PANZER DRAGOON ZWEI	SATURN	SEGA
12	8	WORMS: REINFORCEMENTS	PC CD-ROM	OCEAN
13	3	THEME PARK CLASSICS	PC CD-ROM	EA
14	9	ALIEN TRILOGY	PLAYSTATION	ACCLAIM
15	11	WORMS AMIGA	PLAYSTATION	ACCLAIM
16	15	TOY STORY	MEGADRIVE	SEGA
17	NE	NHL FACE OFF	PLAYSTATION	SONY
18	13	COMMAND & CONQUER	PC CD-ROM	VIRGIN
19	12	DESCENT	PLAYSTATION	INTERPLAY
20	NE	FIFA CLASSICS	PC CD-ROM	EA

JAPANESE MULTI-FORMAT SALES TOP 10

1	**TEKKEN 2**	**PLAYSTATION**
2	SUPER BOMBERMAN 4	SUPER FAMICOM
3	BIOHAZARD	PLAYSTATION
4	DRIFT KING	PLAYSTATION
5	PEOPLE OF THE NONOMURA HOSPITAL	SATURN
6	SUPER MARIO RPG	SUPER FAMICOM
7	JUMPING FLASH 2	PLAYSTATION
8	POCKET MONSTERS	GAMEBOY
9	TOKI MEKI MEMORIAL	PLAYSTATION
10	KIRBY SUPER DELUXE	SUPER FAMICOM

AMERICAN MULTI-FORMAT SALES TOP 10

1	**HARDBALL 5**	**PLAYSTATION**
2	RESIDENT EVIL	PLAYSTATION
3	BOTTOM OF THE 9TH	PLAYSTATION
4	PO'ED	PLAYSTATION
5	NBA LIVE 96	PLAYSTATION
6	PANZER DRAGOON 2	SATURN
7	NBA SHOOT OUT	PLAYSTATION
8	X-MEN	SATURN
9	NBA LIVE '96	GENESIS
10	TEKKEN	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	**TRACK AND FIELD**	**PLAYSTATION**
2	FIGHTING VIPERS	ARCADE
3	JUMPING FLASH 2	PLAYSTATION
4	DUKE NUKEM 3D	PC
5	VIRTUAL ON	ARCADE

WITNESS THE POWWWEERRR OF MY BROTHERS ON PAGE 98!

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

What you see here has no bearing on how these games are selling. They're just what we reckon are the current 'hot' titles for each system.

SATURN UK TOP 5

1	**STREET FIGHTER ALPHA**	**VIRGIN**
2	GUARDIAN HEROES	SEGA
3	VIRTUA FIGHTER 2	SEGA
4	PANZER DRAGOON ZWEI	SEGA
5	VIRTUA COP	SEGA

SATURN IMPORT TOP 5

1	**NIGHT WARRIORS**	**CAPCOM**
2	KING OF FIGHTERS '95	SNK
3	VICTORY GOAL '96	SEGA
4	PANZER DRAGOON ZWEI	SEGA
5	VIRTUA FIGHTER 2	SEGA

PLAYSTATION UK TOP 5

1	**RETURN FIRE**	**WARNER INTERACTIVE**
2	ADIDAS POWER SOCCER	PSYGNOSIS
3	RIDGE RACER REVOLUTION	SONY
4	WIPEOUT	PSYGNOSIS
5	STREET FIGHTER ALPHA	VIRGIN

PLAYSTATION IMPORT TOP 5

1	**JUMPING FLASH 2**	**SONY**
2	BIOHAZARD	CAPCOM
3	TEKKEN 2	NAMCO
4	STREET FIGHTER ZERO	CAPCOM
5	NAMCO MUSEUM 2	NAMCO

PC TOP 5

1	**DUKE NUKEM 3D**	**US GOLD**
2	RETURN FIRE	WARNER INTERACTIVE
3	EURO '96	GREMLIN
4	QUAKE: DEATHMATCH TEST	ID SOFTWARE
5	DOGZ	MINDSCAPE

MEGA DRIVE TOP 3

1	**BRIAN LARA '96**	**CODEMASTERS**
2	SONIC 3 AND KNUCKLES	SEGA
3	FLICKY	SEGA

SUPER NES TOP 3

1	**SUPER MARIOKART**	**NINTENDO**
2	YOSHI'S ISLAND	THE
3	PILOTWINGS	NINTENDO

3DO TOP 3

1	**RETURN FIRE**	**EA**
2	D: THE DIRECTOR'S CUT	ACCLAIM
3	SPACE HULK	EA

ARCADE TOP 5

1	**DIRT DASH**	**NAMCO**
2	VIRTUAL ON	SEGA
3	TOKYO WARS	NAMCO
4	FIGHTING VIPERS	SEGA
5	STREET FIGHTER ALPHA 2	CAPCOM

computer and video games

TOP 5 ALIEN FOODS

1 HUMAN
2 DOG
3 COW BLOOD
4 BACON
5 BRAIN

Dave Kelsall's

Retro Computer Cabin

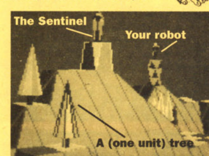
Baps, burgers, cheese and lettuce–they're all here in Dave Kelsall's Computer Cabin–all you have to do is put them together. It sounds easy doesn't it? But not when you're being chased by a fried egg and sausages!

In a break from the regular 'C&VG 10 YEARS AGO THING' I've decided to focus on a few games I've recently rediscovered. (Also there wasn't much in the July issue apart from *INTERNATIONAL KARATE* and *PYRACURSE* which I'll leave for another day.

Mr Do clones don't get much better than *Mr Ee* on the BBC B. Quite hard to find though.

The first game is *MR EE* by Micropwer for the BBC B. It's one of the best *MR DO* rip off's I've ever seen. Basically you dig channels through the earth collecting cherries. Crush the hungry Umphs and Moras with apples, or bounce a crystal ball down the tunnels to catch one. I was amazed that they'd managed such a perfect *MR DO* on the BBC. Nearly everything's the same, right down to the little jingles and screen layouts. They'd never get away with that nowadays—or calling it *MR EE* for that matter!

Now I'm sure that a lot of you remember the BBC being a bit crap for games! Well, I picked up a machine, disc drive, monitor and games for £30 and I've got hold of some classics! Geoff Crammond began his career on the BBC and he has a back catalogue of some awesome games, many originally written for the machine! He programmed and designed *THE SENTINEL*—a strategy game set over 10,000 landscapes where the object of the game is to absorb the sentinel and replace him as ruler of the landscape. The sentinel and its sentries are inactive until you expand or absorb energy, but once activated the sentinel rotates, scanning the landscape for squares with more than one unit of energy. If it finds one (i.e. you) it reduces the energy 1 unit at a time, To move around you must create a robot and then transfer into your new shell. You will now face your old robot which you may absorb. Still with me? Now all you have to do is work your way up the landscape until you're high enough to absorb the sentinal! This tiny explanation merely scratches the surface of an extremely involving 3D strategy game—and at about £1.99 or so, you can't go wrong! Other Crammond games to track down include *AVIATOR, STUNT CAR RACER* and the remarkably accurate F3 simulator *REVS.*



That's you on the right, standing on the boulders. You're just high enough to absorb the sentinel.



Before screensaver pets like *DOGZ* came along we had L.C.P.'s–*LITTLE COMPUTER PEOPLE* by Activision. They arrived on a disc or tape with their own name and special character, you even got an authorised deed which enabled you to register your person's house (mine was called Matthew). So what happened? Well nothing really—they move in, brush their teeth, take showers, do wee, read and play records etc... If you wanted you could leave a present, pat it on the head, talk to it (on the keyboard) and give it food and water to live. I always used to starve Matthew until he went green and stayed in bed leaving his little doggy to run around looking for him. So there you go—a good game if you've got no mates (TOM GUISE tells me he played it all the time!!!).

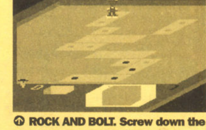
Other Activision titles I recommend are *ZENJI, ROCK AND BOLT, WEB DIMENSION* and *MASTER OF THE LAMPS,* though anything they did is worth getting really. Incidently, these titles and more appear in a (MUST HAVE COS IT'S SO GOOD) C64 pack for the PC along with their brilliant ATARI 2600 ACTION PACKS (Win one next issue!).

Lastly, *CHUCKIE EGG* by A&F Software is a ladders and levels game in which you must pick up eggs while avoiding the broody hens. Once all the eggs on a level are picked up you move on to the next floor of the henhouse. The program, originally written for the Sinclair ZX-81, was a forerunner to the *MANIC MINER* type of game. It renewed gamers faith in the software industry and boosted creative thought in games design (apparently). You must buy this game! It's Briiiiiiiiiiiiiiiiiiiiant!

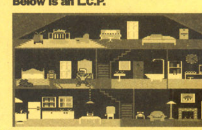
Win! An ATARI VCS and 5 GAMES!

Now don't get too excited, it's not a nice new one like the misleading picture below. It's actually an old smelly one covered in dust with bits of cheese in the switches. The power supply needs a bit of attention as well, but luckily the games are quite good and thats what counts, eh! To win it, just tell me what game this month's Cabin intro was refering to and send your entries to DK's BARMY BURGERS COMPO at the usual address. The funniest looking postcard will win so don't worry too much about getting the answer right.





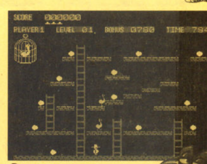
ROCK AND BOLT. Screw down the girders in the right position and move on to the next level. Below is an L.C.P.



CABIN CLASSICS

3D DEATHCHASE BY MERVYN ESTCOURT. PUBLISHED BY MICROMEGA, 1983.





Here hens here.

CABIN FREEPLAY CLASSIFIED

FOR SALE

ATARI 600XL COMPLETE WITH MEMORY EXPANSION PACK, DATA RECORDER, POWERPACK ETC...17 GAMES: £65 PHONE 01409241375, DEVON, ASK FOR ROSS.

GOT A C64/128 OR A SPECTRUM 48/128? THEN WHAT YOU WANT TO DO IS JOIN THE COLLECTORS CLUB, PROBABLY THE ONLY COMMODORE/SPECTRUM CLUB MADE BY UNDER 16'S FOR UNDER 16'S. YOU'LL BE ABLE TO SWAP GAMES, BUY GAMES AND EVEN WIN GAMES! THERE WILL ALSO BE REVIEWS, CHEATS AND LETTERS. INTERESTED? THEN SEND A SAE/50P TO CARL'S C.C., 13 COLLINS TERR, MARYPORT, CUMBRIA, CA15 8DL. REMEMBER YOU MUST BE UNDER 16!

LOADS OF OLD GAMES AND STUFF AT THE "TRADING POST" VICTORIA ROAD, SHIFNAL, SHROPSHIRE. TF11 8AF. TEL: 01952 462135 (LOTS OF SPARE PARTS ETC...)

"RETROGAMES" HAVE A BRILLIANT FANZINE THING AND HUNDREDS OF GAMES AND SYSTEMS FOR SALE: PHONE 0181 203 8868. (THE FANZINE IS A GREAT READ—DAVE)

THOUSANDS OF BRILLIANT OLD GAMES CAN BE BOUGHT FROM M.YATES, 42 ROSE LANE, CHADWELL HEATH, ROMFORD ESSEX, RM6 5JU. TEL: 0181 556 3860. (THIS ONE'S REALLY RECOMMENDED, COS I'VE BOUGHT LOADS OFF HIM—DAVE).

NEXT MONTH: OLD CONSOLES, A BIT OF SPECTRUM AND (FINGERS CROSSED) AN INTERVIEW WITH TONY CROWTHER THANKS TO GREMLIN.

SEND ANY LETTERS OR OLD GAMES YOU DON'T WANT TO "COMPUTER CABIN"

TEL'S TIPS!

Hello people my name is Terry the work experience boy and I'm writing Ed's tips intro for him so I'd better tell a funny joke to set the tone and style of the page... Oops...too late...ha,he, huurr.

ARCADE

SEGA RALLY

These cheats for the arcade version were sent in by **Nick Palmer** from Cookham Rise, Nr. Maidenhead.

To race on the Lakeside course in practice or Multi-player mode, go to the track select screen. Now highlight Mountain, hold the brake pedal down and enter this sequence with the gearstick:

1st, neutral, 2nd, neutral, 3rd, neutral, 4th, neutral

You'll now be able to access the Lakeside course!

To get **Hyper Car mode,** you must be in a one-player championship mode. Go to the car select screen and hold the brake pedal down, then enter this sequence with the gearstick:

1st, neutral, 2nd, neutral, 3rd, neutral, 4th, neutral

The car now goes faster and has better handling!

SATURN

NIGHT WARRIORS

If you're having problems figuring out any chain combos, set your character **in Auto Guard mode.** Then, when playing simply press all three punch or kick buttons to perform an **instant 3-hit Auto Chain Combo!**

Also, to get a hidden **"Screen Mode"** option, go to the options screen, **hold L and R and press Up, Down, Up, Down, etc.** until the option appears. You can now select Saturn or Arcade modes.

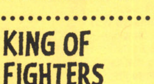
X-MEN: CHILDREN OF THE ATOM

Like *Night Warriors*, there's a **"Screen Mode"** cheat in X-Men. And funnily enough, it's performed the same way! Go to the options screen, hold **L and R and tap Up then Down repeatedly** until the option appears. This definitely works on the **UK** version of the game, unlike the Juggernaut cheat.
To fight against an extra-tough computer controlled **Akuma**, try this:





Play the game on any difficulty setting, and win **twelve straight rounds, winning any six with perfects, and any four with Super Finishes.** You'll then have to fight Akuma, just before fighting Juggernaut! Thanks very much to **Richard La Ruina** from Cambridge for finding those for us.

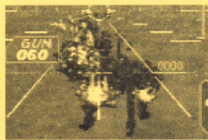


KING OF FIGHTERS

To play as the two hidden boss characters, simply complete the game in either **one player or team mode**. The two characters will be added to your memory and can then be selected at any time.

GUNGRIFFON





These cheats are for the **Japanese import version,** and may not work on the final UK or US versions of the game. They should all be entered on the title screen with **"Press Start".**

Left, Right, C, A, Start
No target marker for close enemies (no auto aiming)
Down, C, C, A, Start



More powerful enemy attacks (very hard)
B, B, B, Down, C, Start
Radar only shows friendly targets (annoying)

THE HORDE

Thanks to **Graham Williams** from Cornwall and **Stephen Keys** from Waltham Abbey for giving us these brilliant cheats. When playing, pause the game and enter any of these button sequences.

30, 000 Crowns
Left, A, A, B, Left, A, Right, Down
Show whole map
Left, A, Up, Down, B, A, A, B
Get all items and weapons
B, Right, A, Left, Left, Down, Right, A, A, Left
Speed up
B, Right, A, Down
Invincibility
B, Up, Right, Down, A, Down, A, Right
Play after village is destroyed
A, Down, Down, Right, A, Down
Level Skip
Down, A, Left, Left, Down, A, A, Right



PLAYSTATION

All of the PlayStation cheats have been shortened like this:
T Triangle
S Square
C Circle
X Cross

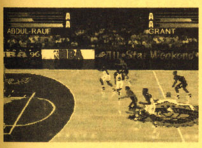
TOTAL NBA '96

To remove the statistics from the half-time screens, giving you a better look at the high quality FMV, hold **L1+R1+L2+R2.**

To access the secret all-star teams, use these cheats from **Dale King** from Swindon and **Steven Hutchins** from Lancashire.
Select an **Exhibition Game,** then press:
Play as All-Stars 94-95
R1, L1, R1, L1, R2, L2, R2, L2
Play as All-Stars 95-96
R1, R1, R2, R2, L1, L2, L1, L2

A new all-star option will appear where you can select to have them On or Off.





NFL GAMEDAY

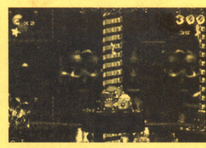
John from Runcorn sent us these cheats.
To access the secret options screen, press **R1, R1, L2, L1, T, C, S, L1, L1, L2, R1, R2, L1, T, T** as soon as the **Gameday logo** appears.

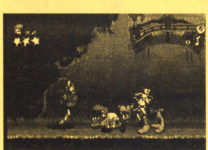
To get the extra teams, **press C, C, R1, R2, L1, L2, C, S, T.** Then hold **L1 and R1** until the new teams appear.

JOHNNY BAZOOKATONE

To become invincible, enter the password PILCHARD.

To access the level select, enter the password KRISTIAN.





TWISTED METAL

These level passcodes let you choose any of the stages.
Warehouse District
C, T, S, C, C

Freeway Free-for-all
X, S, S, C, T

River Park Rumble
X, T, S, C, S

Assault on Cyburbia
X, S, T, T, T

Rooftops
S, T, X, C, X

Fight for your life! (Secret)
S, T, C, S, S

These codes give you all sorts of secret effects.

Helicopter view
C, C, T, X, blank

Invulnerability
S, T, X, blank, C

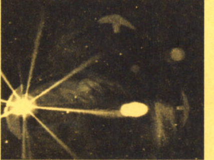
Infinite weapons
T, blank, S, C, C

Fight Minion
T, X, C, S, T

VIEWPOINT

To become invincible, pause the game at any time and press **S, S, C, C, T, X, S, Up, Up, Down, Down, L1, R1, Select.**

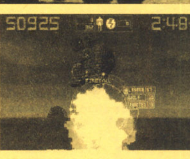
To skip to the next level, pause the game at any time and press **S, C, T, Right, Left, Down, R1, L2, R2, R1.**



KRAZY IVAN

To get a level select, first start a normal game. Then, go to Russia on the mission select screen, then press Right, Left, Down+X. You can now choose any stage in the game!







PC CD-ROM

TERMINATOR: FUTURE SHOCK

Thanks to **Jaycel Patel** from Southall for sending these cheats in. To enter the codes, first press **ALT** and **#** to bring up the message **"Enter Codes".** Now type one of these to get special bonuses:

FIREPOWER
All weapons

BANDAID
Full health and armour

SUPERUZI
Supercharges Uzi

NEXTMISSION
Level skip

ICANTSEE
Night vision

TURBO
Speed game up

VERSION
Display version number

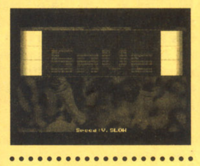
COUNTERS
Shows position on map

MEGADRIVE

PREMIER MANAGER

To play as any team in the game, start a demo game as your chosen team. Play a season all the way through and save it. Then reload the game and you can take control of the team!





WANT SOME FREE GAMES?

You may remember that last month we requested Players Guides for the latest games. We don't mean for you to send us pages from other magazines (yes, someone actually sent in part of another magazine's players guide – they didn't even bother copying it out themselves!) we mean for you to send us your own guides for the latest games. Thanks very much to everyone who's sent one in already – we've kept all the good ones and are hoping to use them soon. If you give us a particularly good guide or tip for a game, we'll send you a game for your machine! Of course, if you've just copied the cheats from another magazine then you're not likely to get any reward, so get cracking on any new games. Send all your tips, cheats, maps and players guides to:

TIPS,
CVG MAGAZINE,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON,
EC1R 3AU.



THE COMPLETE NIGHT WARRIORS GUIDE

With *Vampire Hunter* (*Night Warriors*' name in Japan) already released on Saturn and it's predecessor *Darkstalkers* just released on PlayStation this month, we've decided to put together a full moves list. This guide is primarily for *Night Warriors* in both the arcades and on Saturn, but most of the moves should work on PS *Darkstalkers* (except, of course, the ones for the new characters). Now WISE FWOM YOUR GWAVE!

ANCIENT LEGEND
T = Toward
DT = Down-Toward
D = Down
DA = Down-Away
A = Away
UA = Up-Away
U = Up
UT = Up-Toward
P = Any Punch
K = Any Kick
2P = Any 2 punches
2K = Any 2 kicks
XP, YP, ZP = weak punch, medium punch, strong punch
XK, YK, ZK = weak kick, medium kick, strong kick
P+K = Punch and Kick together
P, K = Punch and then Kick.
360 = Rotate the controller in a clockwise circle
720 = Rotate the controller in 2 clockwise circles

GR = GUARD REVERSALS
Moves that can be pulled off whilst blocking, to counter an opponent's attack!
ES = ES-SPECIAL MOVE
Performed by doing the normal move, but with 2 Punch or Kick buttons hit together instead. You need at least one Special Bar of energy to perform it.
EX-SPECIALS
Super combo moves! You need one Special Bar of energy to perform the move.
RANGE
If this word is written after a move, it means that by using different strength Punches or Kicks, the move has either different height or distance.
IN-CLOSE
You gotta be close to your opponent, of course.
DROP ATTACKS
Remember, when an opponent is floored UP and K for ANY character allows you to drop attack them. If you have a full Special Bar, UP and 2K is even better!

DEMITRI THE VAMPIRE

A or T+ YP or ZP (in-close): Pile Driver

360 + P (in-close): Negative Stolen

D, DT, T + P: Chaos Flare {can be performed in the air}
(ES – Fires larger evil-faced fireball)

T, D, DT + P: Demon cradle (perform while dashing for a diagonal variation)
(GR – Spin into the air dragon punch-style)
(ES-faster spin for multiple hits)

D, DA, A + : Bat Hurricane (can be performed in the air)
(ES – Extra hits)

EX-SPECIALS
D, T, DT + 2P (in-close): MIDNIGHT PLEASURE
(Glides up to foe, bites 'em and reels off a 4-hit combo)

D, T, DT + 2K: MIDNIGHT BLAST
(Transforms into a beast, unleashing flaming bats from cape)

JON TAILBAIN (UK) GALLON (JAP) THE WEREWOLF

A or T + YP or ZP (in-close): Wolf Fangen

A or T + YK or ZK (in-close): Wolf Claws

T, DT, D, DA, A + K (in-close): Wild circular
(ES-jumps about one more time with opponent)

D, DT, T + P: Pinball Rush
(Hit P + joystick direction to change direction in mid-rush)
(ES – changes direction up to five times)

T, D, DT + P: Diagonal rush
(GR – flies diagonally up. Only use for guard reversal)
(ES – same as above)

Jump U, UT, T + P: Air rush
(ES – same as above)

A, D, DA + P: Million Flicks
(ES – more hits and longer)

D, U + K: Climb laser
(ES – More hits)

EX-SPECIALS
A, DA, D, DT, T + 2K: SHADOW HOWL
(Creates shadows behind Gallon, multiplying his hits by six)

T, DT, D, DA, A + 2P: DRAGON CANNON
(Sends a screen-high flaming wolf across the screen)

VICTOR VON GERDENHEIM THE FRANKENSTEIN

NOTE: Victor cannot rush forward!
A or T + YP or ZP (in-close): Chin smash

A or T + YK or ZK (in-close): Monster Hug

D, DA, A + P: Spinning Spanner Fist
(ES – follows through with electric punch)

A, T + P: Conveyor Belt Pnumato-Punch
(ES – three punch air juggle)

A, T + K: Conveyor Belt Hydraulo-Kick
(ES – Jumping triple kick)

D, DA, A + K: Power Bolt Knee
(GR – diagonal upward knee)
(ES – more hits)

D, DT, T + YK or ZK(in-close): Electric grab

360 + P (in-close): Electric Pile Driver

EX-SPECIALS
D, U + 2P: THUNDER BREAK
(Jumps up, charges and slams fists down on the floor to send out electrical crackle)

A, DA, D, DT, T + 2K: GREAT GERDENHEIM
(Grabs opponent, spins around in mid-air and slams onto floor. Note – you can rush forward during this move)

HSIEN-KO (UK) LEI LEI (JAP) THE CHINESE GHOST

Jump, T, T: Air Walk

A or T + YP or ZP (in-close): Veritcal Throw

T, DT, D, DA, A + P (in-close): Spin slicer

D, DT, T + P (range): Item throw
(ES – rolls three spiky iron balls across the floor)

T, D, DT + P: Guillotine Swing
(ES – extended swing + more slicing damage)

D, DA, A + P Gong Shield
(GR – pulls out a gong and hits it. The shock-wave can reflect most projectile attacks)
(ES – can reflect ES-Projectiles)

EX-SPECIALS
A, DA, D, DT, T + 2P : DEMONIC CUISINARD
(Shoving both hands into the ground, a line of six giant knives comes out from the ground)

XK, ZK, YP, YP, U: DEATH FROM ABOVE.
(A weight drops from sleeve. The shock causes spiky balls to fall from the sky)

LORD RAPTOR (UK) ZABEL ZAROCK (JAP) THE ZOMBIE

Jump, A, A, or P, P: Air Walk

Jump, DA or D or DT + K: Body drill

A or T + YP or ZP (in-close): Bone Thrust

A or T + YK or ZK (in-close): Backstab

T, DT, D, DA, A + P (in-close): Corpse drop
(ES – More hits)

D, DA, A + K: Death hurricane (can be performed in the air)
(GR – you swirl across the screen diagonally, up if done on the ground,
down if done in mid air)
(ES – Extra hits)

D, U + K: Hell sting (can be performed in the air)
(ES – more hits)

A, DA, A, DT, T + K (range): Zombie teleprt

EX-SPECIAL
T, DT, D, DA, A + 2K: DEATH VOLTAGE
(can be performed in the air)
(Electrically-charged version of Death Hurricane)

T, A + 2P: EVIL SCREAM
(An electrical uppercut)

T, D, DT + 2P: HELL DUNK
(Turns opponent into a basketball. Then you slam-dunk 'em)

MORRIGAN ARNSLAND THE SUCCUBUS

Jump, DA or D or DT + K: Shell Kick

A or T + YP or ZP (in-close): Turning Smash

D, DA, A + P (in-close): Vector Drain
(ES – more damage)

D, DT, T + P: Soul fist
(ES – fires a huge energy ball)

Jump, U, UT, T + P: Air soul fist
(ES-3-hit large version)

T, D, DT + P: Shadow Blade
(ES – Blade hits multiple times)

EX-SPECIAL
T, DT, D, DA, A + 2K (range): VALKYRIE TURN (can be performed in the air)
(Flies off screen and returns with a multiple-hit kick. Press a button after you fly away or the move won't connect)

XP, XP, T, XK, ZP (in-close): DARKNESS ILLUSION
(Flies forward and splits into two to attack opponent from both sides)

XP, XP, T, YP, ZP (in the air): ASTRAL PROJECTION (can be performed in the air)
(Splits into two with double damage when connecting. Follow with Valkyrie Turn or Darkness Illusion for best results)

ANAKARIS THE MUMMY

A, A (at edge of screen): Pharaoh port

D, DT, T + P (Range): Mummy Wrapper
(ES – hands move across screen. pull foe in for more damage)

Jump, D, DT, T + P: Royal Judgment
(ES – increased range)

P+K (Range): Coffin Fall
(ES– coffins fall across screen)

A, DA, D + K: Projectile swallower
(ES - to swallow ES projectiles)
(NOTE: eat two projectiles to release an ES version)

D, DT, T + K: Projectile spitter
(once one is swallowed)
(ES – to spit ES projectile)

A, T + P: Cobra Blow:
(ES – more hits)

EX-SPECIALS
YK, XP, D, XK, YP: PHARAOH MAGIC.
(Burns, electrocutes and freezes opponent before dropping a sarcophagus on 'em!)
B, DB, D, DT, T + 2K: PORTAL OF DOOM
(Smashes foe through ground and drops 'em back onto screen)

XP, XP, D, YK, ZK: MUMMY SPLIT
(Splits into two. Kick with indestructible walking bottom half. Terminated by floating top half being hit)

FELICIA THE CATWOMAN

A or T +YP or ZP: Face Scratcher

A or T + YK or ZP: Mad Cat

T, DT, D, DA, A + K (in-close): Hellcat
(ES-More swings around foe)

D, DA, A + P: Rolling Scratch
(ES – more hits)

D, DT, T + P: Rolling Rise Attack
(tap punch for rise)
(ES – More hits)

D, DT, T + K: Kick up dirt (deflects projectiles too)
(ES – More range and hits)

A, D, DA + K: Delta Kick
(ES – more hits)

EX-SPECIALS
T, D, DT + 2P: ROLLING FLASH
(Rolls in at high speed, does a combo, finishes with rising slash)

A, DA, D, DT, T + 2K: FELINE TEAM
(Four felicia clones appear and cat-fight your foe)

BISHAMON THE SAMURAI

A, T + P (in-close): Shoulder Toss

360+ P (in close) Rise and Fall
(ES – increased damage)

Jump, U, UT, T + P: Seal of Death

D, DT, T + P: Toss Sword
(ES – opponent catches sword and commits suicide)
Follow up with...

D, DT, T + P : Storm Wind (only works after Toss Sword)

A + P: Flip Sword (only works after Toss Sword)

T, D, DT: Rising Slash (use after flip sword, as a guard reversal or a getting up counter attack
(ES – More hits)

A, T + P: High Quick Slash
A, T + K: Low Quick Slash
(ES – Nine-hit. Mass damage)

EX-SPECIALS
T, DT, D, DA, A + 2K: BUSHIDO CRUSH
(A huge fist burst out of chest, crushing the other fighter)

A, DA, D, DT, T + 2K: WARRIORS SLASH
(Bishamon turns into six ghostly warriors who slash their way across the screen)

RIKUO (UK) AULBATH (JAP) THE MERMAN

U (to move near aerial opponent) + YP or ZP: Haddock piledriver

A or T + YP or YK (in-close): Tongue Grab

T, DT, D, DA, A+ P (in-close): Atlantis rising flipper
(ES – more hits on the way up)

T, DT, D, DA, A + K (in-close): Neptune sky slam
(ES –bounces on 'em too)

D, DT, T + P: Sonic Wave
(GR – fires a sonic wave that holds opponent in the air)
(ES – wave travels across screen)

D, DT, T + K: Poison Breath
(ES – Gill guffs travel across the screen)

A, T + P: Screw Jet
(ES – more hits and range)

EX-SPECIAL
A, DA, D, DT, T + 2P: SEA RAGE
(tidal wave rolls across screen)

T, DT, D + 2P or 2K: AQUA SPLASH (press kick if opponent is far, punch if close)
(Huge vertical water blast that locks on your opponent)

T, D, DT + 2P: WATER JAIL
(A giant bubble lifts opponent into air and suffocates 'em. Hit Aulbath to cancel it)

D, D + 2P: OYSTER SMASHER
(Can only be done with an original-coloured Rikuo. Use ZK or Start when selecting character. It's a rather weak crab-claw attack from original Darkstalkers)

DONOVAN THE HUNTER

Note – All special moves/ throws need the sword exept the two EX-SPECIALS

Jump, D + K: Sword surf

A or T + YP or ZP (in-close): Rise and Fall
T, DT, D, DA, A + P (in-close): Sword Slice Throw

P+K: Homing Sword
(Plants sword into floor. Hit buttons again to unleash it boomerang-style)
(ES – 2P+2K, Causes six hits on the way out, cuts opponent in half on return)

A, DA, D, DT, T + P: Ice Goddess
(ES – three snow attacks)

T, D, DT + P: Effreet Sword
(ES – four fiery uppercuts)

A, D, DT + P: Lightning Sword
(keep hitting buttons to increase damage)
(ES – more hits)

EX-SPECIALS
D, DT, T + K (range): THE FOOT OF GOD
(A giant foot stomps onto screen, crushing opponent)

YP, XP, A, XK, YK: DEMONRIDE
(can be steered)
(Flies across screen in electrifying demon form)

SASQUATCH THE BIGFOOT

A or T + YP or ZP (in-close): Big Smash

360 + P (in-close): Whirl
(ES – more damage)

T, DT, D, DA, A + P (in-close): Big Mouth(ES – more damage)

D, D + P: Stalagmite Shield
ES – huge icicles move outward from Sasquatch)

D, DT, T + P: Snow Spit
(ES – 3 hit)

T, D, DT + K: Spinning Bigfoot
(ES – more hits and it freezes the opponent)

D, DA, A + K: Hurricane Bigkick (can be performed in the air)
(ES – more hits)

EX-SPECIALS
A, DA, D, DT, T + 2P: THE BIG CHILL
(Opens mouth and unleashes massive ice beam)

A, DA, D, DT, T + 2K: WHALE ASSAULT
(Freezes floor, opponent falls through, only to be flipped up by a whale)

HUITZIL (UK) PHOBOS (JAP) THE ROBOT

A or T + YP or ZP (in-close): Magnet Slam

D, DA, A, + P (in-close): Circuit scrapper
(ES – makes three slams)

A, D, DA + P (in-close): Genocide Vulcan
(ES – more hits)

D, DT, T + P (range): Plasma beam
(ES – fires a wide Plasma Beam)

D, DT, T + K: Missile attack
(ES – More damage)

T, D, DT + P: Reflective wall

EX-SPECIAL
T, D, DT + 2K: CONFUSIONER
(Makes opponent float in mid-air for a while, unable to block. Follow with EX-Bombardment or ES-Genocide Vulcan)

T, DT, D, DA, A + 2K: BOMBARDMENT
(Crouches down and unleashes an arc of explosive shells)

PYRON THE ALIEN

A or T + YP or ZP (in-close): Flame throw

T, DT, D, DA, A + P (in-close): Fire sphere
(ES – bounces three times)

A, D, DA + P or K (range): Galaxy Trip

D, DT, T + P (range): Sol Smasher
(ES – 3-hit meteor ball)

Jump, U, UT, T + P: Aerial Sol Smasher
(ES – 3-hit)

T, D, DT + P: Zodiac Fire
(ES – More hits)

Jump, D, DA, A + Kick: Centrifugal force
(ES – Faster version that damages more)

EX-SPECIALS
A, DA, D, DT, T + P: COSMO DISRUPTION
(Unleashed devastating pyrotechnic blasts. Hold down the buttons to increase its range)

drawinz wot you dun



My name is Hunter and i am Tom's dog and i give a bone to my favourite picture. Woof.

KEY

Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DONT DO IT!

Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

Yo, art bods. Reckon you're hot? Well prove it . Show us what you've got. You might win!

A corking round of entries this month readers. Don't forget, there's a prize for the best one... and a turd for the worst. So keep on scribbling! (P.S. put your name and address on the back so I know who's who.)

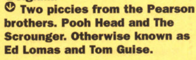
Send 'em in to Drawins Wot You Dun. C'n'VG, Emap Images, Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.



Brilliant graphic style from Simon Lobo Morell.



From Hubert Christophe, a Nintendo lover from Brussels, Belgium.



Two piccies from the Pearson brothers. Pooh Head and The Scrounger. Otherwise known as Ed Lomas and Tom Guise.



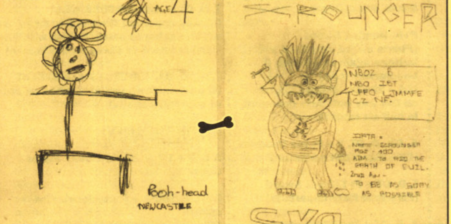
Xollocks indeed. Excellent late entry from Ken Murray



Come on Richard While, use your brain. The "versus' theme is boooorrrring.



A really cool bit of art sent by Andrew Murphy from Middlesborough.



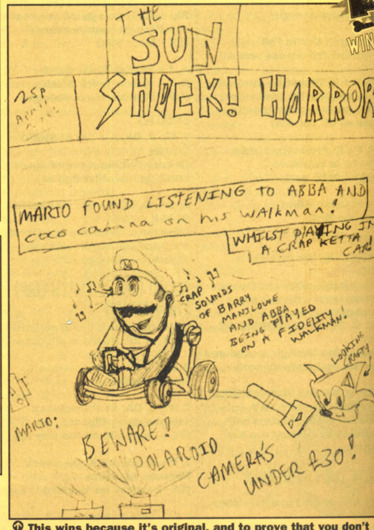


Some kind of polygon Clint Eastwood. Sent in by Mark Marsh.

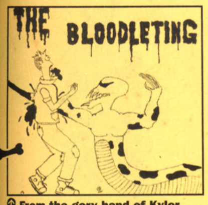


Apparently this is the kitchen in Resident Evil. Looks more like the kitchen in Radion Automatic's house to me. Sent in by Frank Peperhaus from Antwerp in Belgium.

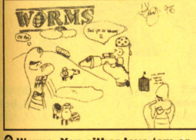
WINNER!



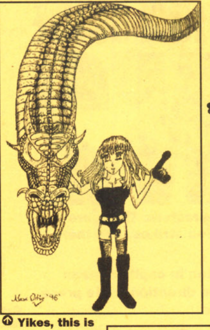
This wins because it's original, and to prove that you don't have to be brilliant at drawing to have a good idea. So there. It's my decision and I'm not going to change it no matter what you say. Well done Mark Bramley From Nottingham.



From the gory hand of Kyler.



Worms. You either love 'em or hate 'em. From Dave Sherry.


Yikes, this is scary. Kindly supplied by Alex Ortiz.

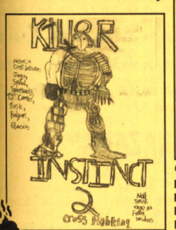


A tasty little gem from the steady hand of Ed Attrill.

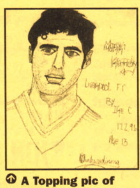

Hmmmm.

Mike Foden begged for this to go in.


A well-coloured scene from Mohammed Fahim. Saudi Arabia. Looks sort of like a playing card.



Cross Fighting? Yeah, not bad Neil Smith.


A Topping pic of Liverpool winger Mark Kennedy. From Ike C. Ey! Calm down Ike. P.S. Why does John Barnes wear such stupid looking boots?



Turd alert, turd alert! I detect the use of tracing paper. Gary Casey from London.

Who's this little chappy getting his din dins? From Stephen Fernandez of Cornwall.



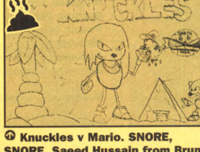
drawinz wot you dun



TALENT CORNER

Wai Cheung

I reckon this bloke's stuff is top-notch. Plenty of action, movement, difficult angles and a nice flowing style. Keep up the good work Wai.



Knuckles v Mario. SNORE, SNORE. Saeed Hussain from Brum.



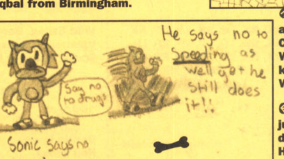
Nice style, N. Hampton.


Oi! I thought I said NO MORE RAYMAN.



Hey it's my address! Cheers for reminding me where I live Abdul Iqbal from Birmingham.

Bricks, bricks and more bricks. Courtesy of JJ Warrington also known as James or Wazza.



That's right kids, just say no to drugs. From Sami HamLaoui.



ARCADE AND PLAYSTATION GUIDE

TEKKEN 2

Here is a pretty complete moves list for all the characters. There are a few more variations on some of of the combination strikes, and there are a few basic attacks which aren't listed.

KEY

LP	Left Punch
RP	Right Punch
LK	Left Kick
RK	Right Kick
+	Press at the same time
,	Press in sequence
f	Tap Forwards
b	Tap Backwards
u	Tap Up
d	Tap Down
N	Leave the stick or joypad neutral

NOTE: Directions written in capitals mean that you must hold the direction while pressing the attack buttons.

GENERAL MOVES

Every character can throw from behind by pressing either RP+RK or LP+LK.

Everyone can attack a downed opponent by pressing either u+RP or U+RP.

Everyone can stamp on a downed opponent by tapping f, f, F and running over them.

HEIHACHI MISHIMA

TECHNIQUES

Shining Fists	LP, LP, RP
Devil Fists	LP, RP, RP
Double Uppercut	df+LP, RP
Thunder Godfist	f, N,d, df+LP
Wind Godfist	f, N,d, df+RP
Left Axe Kick	f, f+LK
Corpse Splitter	UF+RP+RK
Sky Foot Slice	f, f, f+LK
2 Jumping Kicks	uf+LK, RK
Right Axe Kick	f+RK
Crushing Kick	f, uf+RK, LK
Screw Blade Leg Attack	uf+RK, RK
Hell Sweeps, Axe Kick	f, N,d, DF+RK, RK, RK, N+RK, RK
Death Fist	b, d, f+RP
Tile Splitter	D+LP
Tile Splitter, Death Fist	D+LP, RP
Demon Godfist	f, f+RP
Unblockable Demon Tile Splitter	D+LP+RK
Slice Kick	f, N,d, df, N+LK
Low Slice Kick	f, N,d, df+LK
High Kick, Axe Kick	Crouch, release, then press RK, RK
Shadow Foot	b, b, b

THROWS

Neck Breaker	LP+LK
Powerbomb	RP+RK
Head Butt	f, f+LP+RP

10-HIT COMBOS

1. DF+LK, RP, RP, RK, RK, LP, RK, LP, RP, RK
2. DF+LK, RP, RP, RK, RK, LP, RP, LP, RP, LP
3. DF+LK, RP, RP, RK, RK, LP, RK, LP, RP, LP f,
4. F+RP, LP, RP, RP, LK, RK, RK, LP, RP, LP

JACK-2

TECHNIQUES

Hammer Combo	LP, LP, LP
Punch+Elbow	RP, LP
Hammer Knuckle	df+LP+RP
Bravo Knuckle	d+LP+RP
Machine-gun Knuckle	db+LP, LP, LP, LP, LP, RP
Megaton Knuckle	b,db,d, df+RP
Megaton Strike	D+LP, RP
Gigaton Punch	b, d, f(1-5 times)+LP
Power Scissors	f, f+LP+RP
Meltdown	D+LP+RP
Scissors, Meltdown	f+LP+RP, LP+RP
Scissors, Megaton Punch	f+LP+RP, df+RP
Creeping Punches	DF+LP, RP, LP or DF+RP, LP, RP
Double Uppercut, Double Hammer	– Crouch, release, then press LP+RP, LP+RP
Double Hammer, Double Uppercut	LP+RP, LP+RP
Hip Press	uf+LK+RK
Sit Down	D+LK+RK
Quick Jump	U (as soon as you sit)
Sit Down, Hop Forward, Sit Down	D+LK+RK, LK+RK
Blade Fan	(while sitting) LP, RP, LP, RP
Violent Uppercut	Crouch, release, then press LP
Cossack Kicks	db+LK, RK, LK, RK, LK, RK
Hammer Rush	D+LP, LP, LP, RP, (d+LP or df+LP or f+LP)
Wild Swing, Backfist	D,f+LP, RP, LP, LP
Uppercut Series	df,RP, LP, RP, LP
Spring Hammer Punch	(while on the floor) D+LP+RP

THROWS

Gorilla Press	RP+RK
Hell Press	LP+LK
Hell Press, Face Basher	LP+LK, LP+RP
Piledriver	db,f+LP+RP
Catapult	df+RP+RK
Backbreaker	d, db, b+RP
Pyramid Driver	d, df, f+LP

10-HIT COMBOS

1. D+RP, LP, LP, LP, RP, LP, RP, LP, LP+RP, LP+RP
2. uf+LP, LP, RK, LK, RK, LP, RP, LP, LP+RP, LP+RP
3. D+RP, LP, LP, LP, RP, LP, RP, LP, D+LP+RP, LP+RP
4. uf+LP, LP, RK, LK, RK, LP, RP, LP, D+LP+R LP+RP

JUN KAZAMA

TECHNIQUES

Middle Screw Punch	F+LP
Forward Punch	F+RP
Cartwheel Kick	LK+RK
Punch-Kick Combo	LP, LK
Turning Punch, punch, kick	LP+RK, RP, R
1-2 Punch	LP, RP
Spin Kick	F+RK
Low Spin Kick	d+RK
Can-Can Kick	D+LK+RK
Leg Sweep	LK, RK
Leg Sweeps, Cartwheel Kick	LK, RK, RK, RK, LK
Spinning Super Kick	F+LK
2 Punch Combo	LP, LP
Backflip Kick	b+LK
Backflip Kick, Sweeps	b+LK, RK, RK, RK
Backflip Kick, Upper	b+LK, RP
Counterattack	B+(LP+LK or RP+RK)

THROWS

Spinner	RP+RK
Arm Hold	LP+LK
White Mountain	df+RP+LK

10-HIT COMBOS

1. Crouch, release, then press RP, LP, LP, LP, RP, LP, RK, LK, LK+RK
2. Crouch, release, then press RP, LP, LP, LP, RP, LP+RK, LP+RK, LP, LK+RK, LK+RK

KING

TECHNIQUES

1-2, Uppercut	LP, RP, LP
Ali Kick	D, df+RK (1-5 times)
Ali Kick(s), Middle Smash	d+LK+RK, (RK),RP







Smash Uppercut	f, f+RP
Flying Cross Chop	f, f+LP+RP
Jail Kick	f, f+RK
Drop Kick	LK+RK
Satellite Drop Kick	f, f, f+LK+RK
Dynamite Uppercut	D, DF+RP
Knuckle Bomb	uf+LP+RP
Short Elbow Drop	d+LP+RP
Elbow Drop	(while jumping) RP+RK
Double Knee Drop	(while jumping) LK+RK
Punch-Uppercut	RP, LP
LowPunch-Uppercut	D+LP, RP
Unblockable Jaguar Lariat	F+LP+RP
Unblockable Flipping Body Splash	F+LP+RK
Frankensteiner	df+LK+RK
Stomach Smash	f, f, N+RP
During Stomach Smash...	
Jaguar Backbreaker	LP+RP
Jumping Powerbomb	LP+RP, u,d+LK+RK

THROWS

Coconut Crush	LP+LK
Brain Buster	RP+RK
Giant Swing	f, b, d, f+LP
Tombstone Piledriver	db,f+LP+RP
DDT	db,db+LP+RP
Jaguar Driver	d, df, f+LP
Figure-4	db+LP+RP
Reverse Arm Clutch	f, DF+(LP+LK or RP+RK)
During Reverse Arm Clutch...	
Backdrop	RP, LP, LP+RP
During Backdrop....	
German Suplex	LK+RK, LP+RP
During German Suplex...	
Powerbomb	LP, RP, LK+RK
During Powerbomb...	
Giant Swing	RP, LP, LK, RK
Ankle Lock	f, DF+RP+LK
During Ankle Lock...	
STF	LP, RP, LK, LP, LP+RP
Scorpion Death Lock	LP+RP, LK, LP, LP+LK
Indian Death Lock	LP+RP, LP, LK, LP+RP+RK
During Indian Death Lock...	
Romero's Special	LP+RP, LK, RK, LP+RP, LP+RP+LK+RK

10-HIT COMBOS

1. LP, RP, LP, LP, RP, RK, RK, RK, LP, LK
2. LP, RP, LP, LP, LK, LK, RK, LK, RP, LP+RP
3. LP, RP, LP, LP, RP, RK, RK, RK, LP, LP
4. LP, RP, LP, LP, LK, LK, RK, RK, LP, LK
5. LP, RP, LP, LP, LK, LK, RK, RK, LP, LP

LEI WULONG

TECHNIQUES

Punch, Turning Fist	LP, RP
High Crescent, Turning Heel Sweep	LK, LK
Front Kick	Crouch, release, then press RK
Quick Turn	b+LK+RK
Fall Over	d+LK+RK
Backflip Kicks	(while facing away) LK+RK (up to 3 times)
Crescent, 2 punches, kicks	f+RK, LP, RP, LK, RK or d+RK
Crescent, 2 punches, low kick	F+RK, LP, RP, LK or RK
Flying Wheel Kick, Quick Drop	RK, LK
Jumping Crescent(s)	LK, RK, U (1-3 times)
Spinning Foot Sweep, (Jumping Hook Kick)	db, RK, (RK)
Dropping Ankle Kick, (Rolling Kicks)	RK, RK, (LK), (LK), (LK)
Charging Punches	f, N+RP, LP, RP, LP
Running Punches, low kick	f, N+LP, RP, LP, RP, LK or RK
Charging Crescent, Front kick (or sweep)	f, N+LK, RK or d+RK
Jump up Kick	(when on floor) LK+RK
Double Jump up Kick	(when on floor) LK, RK
Pose	B+LP+RK
During Pose...	
Phoenix Kick	RK
Step-In Sidekicks	LK, LK, LK, LK, LK

THROWS

Jumping Bird	LP+LK
Sleeper Hold	RP+RK
Tai Trip	f, f+LP+RP

10-HIT COMBOS

1. LP, RP, LP, LK+RK, RP, LP, RK, LP, RP, LK
2. LP, RP, LP, LK+RK, RP, LP, RK, LP, RK, RK
3. LP, RP, LP, LK+RK, LK+RK, LK+RK, LP, LP, RP

MARSHALL LAW

TECHNIQUES

1-2 punch	LP, RP
Left Fist Flurry	LP, LP, LP, LP, LP
Dragon Knuckle Combo	RP, RP or F+RP, RP, RP
Step-In Middle Kick	df+LK
3 high kicks	LK, LK, LK
High kick(s), Middle kick	LK, (LK), F+LK
Shinkick	D+LK
Shinkick, High kicks, Middle kick	D+LK, LK, (LK), F+LK
Lowkick-flipkick	D+LK, RK
Lowkick-flipkick	d+RK, LK
2 flipkicks	LK+RK, LK
Crescent Kick	RK, u+LK
Jumpkick, flipkick	u+LK, RK
High Kick, Flip Kick	RK, u+LK
High Flip Kick	D, U+RK
Low Flip Kick	D, u+RK
Flip Drop	D, u+LK+RK
Spinning Kick Combo	RK, LK, RK
Dragon Slide	D, df, df+LK
Dragon's Tail	db+RK
Dragon Slash	f, f, f or while running+LK
Dragon Fang	db+LP+RP (u, u to cancel)

THROWS

Dragon Dive	LP+LK
Dragon Knee	f, f+LK+RK
Chastisement Punch	RP+RK
during Chastisement Punch...	
Dragon Fall	LP, RP, LP+RP

10-HIT COMBOS

1. df+LP, RP, RP, LP, LK, LK, LK, RK, LK, RK
2. df+LP, LK, RP, RP, LK, D+LK, D+LK, LK),RK, RK
3. df+LP, RP, RP, LP, LK, LK, D+LK, (RK,RK, RK
4. df+LP, LK, RP, RP, LK, D+LK, D+LK, RK, RK, RK
5. df+LP, LK, RP, RP, LK, LK, LK, RK, LK, RK

MICHELLE CHANG

TECHNIQUES

Punch, rear sneak	RP, b
Rushing Uppercut	f+LP
Charging Punches	LP, LP, LP
Side Spin, Kick	LK+RK, RK
2 punches, lowkick or high kick	LP, RP, LK or RK
2 punch Combo	df+LP, LP
Death Push, Big Punch	df+RP, LP (1st hit must connect)
Double Strike	LP+RP
Death Push, lowkick or high kick	df+RP, LK or RK
Front Leg Sweep	D+RK
Front Leg Sweep, Uppercut	D+RK, LP
Front Leg Sweep, High Kick	D+RK, N+RK
Front Leg Sweep, Fan Kick	D+RK, D+RK
Kick, lowkick, uppercut	RK, RK, LP
Punt Kick	df+LK
Jumping kick	f, f, f or while running +LK
Dashing Left Elbow	f, f+LP
Dashing Punch	d, df+LP
Dashing Right Elbow	D, df+RP
Dashing Elbow, Kick	f, f+LP, RK
Club Fist, Sweep, Bow Leg	LP+RK, LK
Death Push, Punt Kick, Uppercut	RP+LK, LP
Slice Uppercut	Crouch, release, then press RP
Slice Uppercut, Elbow	Crouch, release, then press RP, RP
Slice Uppercut, Charging Punches	Crouch, release, then press RP, LP, LP
Slice Uppercut, Kicks or Uppercut	Crouch, release, then press RP, RK, RK or D+RK or LP
Blue Sky Cannon	Crouch, release, then press RK
Punches, Sweep-Bow Leg	LP, LP, RK, LK
Super Uppercut	F+LP+RK







Earthquake Stomp	UF+LK+RK
Back Leg Sweep	D, df+RK
Back Leg Sweep, Penetrating Bow Leg	D, df+RK, LK

THROWS

Front Suplex	LP+LK
Fisherman Suplex	RP+RK
Nelson Suplex	df+LP+RP
German Suplex	(while going behind) LP+RP

10-HIT COMBOS

1. RP, LP, LP, RP, LK, LK, LK, RK, RK, LP
2. RP, LP, LP, RP, LK, LK, RP, LK, RP, LP
3. RP, LP, LP, RP, LK, LK, RP, LP, RK, LK

NINA WILLIAMS

TECHNIQUES

Downward Chop	B+LP
Double Smash	RP, RK
Double-Palm	f, f+LP+RP
Uppercut+Punch	df+LP, RP
2 Punches, Double-Palm	LP, RP, f+LP+RP
Rib Kick	Crouch, release, then press RK
Kneeling Kick	f, f+RK
Bone Cutter	f, f,(f or F)+LK
Forearm Chop	d, db, b+RP
Triple Smash	LP, RP, LK or RK
High Kick, Lowkick, Uppercut	RK, LK, RP
Lifting Back Kick	db+LK
Falling Ankle Kick, (Back kick)	db+RK, (LK)
P-K Combo	RP, LK
P-lowkick combo	RP, d+LK
Lowkick, Uppercut	d+LK, RP
2 punches, Jumping Kick	LP or df+LP, RP, uf+LK
Two punches, lowkick, uppercut	df+LP, RP, d+LK, RP
Head Ringer	df+LK, RK
Flash Combo	df+LK, LP, RP
Rapid Kick Combo	df+LK, LK, LK, (LK or RK or LP or RP)
Swan Combo	df+LK, RP, (LK or d+LK or RK or LP)
Hunting Kicks	uf+RK, LK, RK
Unblockable Hunting Swan	db+LP, RP (u, u to cancel)
Counterattack	b+LP+RK or b+RP+LK

THROWS

Arm Turn	LP+LK
Lifting Toss	RP+RK
during Lifting Toss...	
Falling Elbow	LP, RP, LP
during Falling Elbow...	
Arm Lock	RP, LP, LK
Neck Throw	F+LP+RP
Embracing Elbow Strike	df,df+LP
Scissorleg Takedown	d, df, f+LK+RK
During Scissorleg Takedown...	
Achilles Hold	LK+RK, RK, RP, LP+RP
During Achilles Hold...	
Turning Achilles Hold	LP, LK, RP+RK, LK+RK, LP+RP
Twisted Knee	LK, LP, RK, RP+RK
Palm Grab	d, df, f+LP+RP
During Palm Grab...	
Arm Bar	LK, RK, LK, LP+RP
Elbow Lock	LP, LK, RK, LP
During Elbow Lock...	
Double Arm Hyperextension	LK, LP, RK, LP+RP, LP+RP
Falling Shoulder Lock	RP, LP, LK, RK, LP+RP

10-HIT COMBOS

1. LP or df+LP, RP, LP, RP, LK, LK, RP, LP, RP, RK
2. LP or df+LP, RP, LP, RP, LK, LK, RP, LP, RK, LK
3. LP or df+LP, RP, LP, RP, RK, LK, RK, RP, RK, LK

PAUL PHOENIX

TECHNIQUES

1-2 Combo	LP, RP
P-K Combo	RP, LK
P-lowkick Combo	RP, D+LK
Double Jumpkick	uf+LK, RK
Somersault Kick	f, f+RK
Jumping Kicks, mid kick	f, f+LK, RK, RK
Jumping Kicks, low kick	f, f+LK, RK, LK
Tile Splitter	D+LP
Tile Splitter, Death Fist	D+LP, f+RP
Falling Leaf Combo	D+RK+RP
Elbow Strike	D,f+RP
Death Fist	d, df, f+RP
Stone Splitter	D+RP
Tile-Splitter, Falling Leaf Combo	D+LP, RK, RP
Flash Elbow	f, f+RP
Unblockable Death Fist	b+LP+RP
Elbow Strike, Death Fist	D, df+RP, LP
Elbow Strike, Lifting Leg Punch	D, DF+RP, RP
Counterattack	b+LP+LK or b+RP+RK

THROWS

Shoulder Throw	LP+LK
Shoulder Popper	RP+RK
Striking Shiho-Nage	df+LP+RP
Stomach Throw	LP+LK+B
Shoulder Ram	f, f+LP+RP
Standing Tackle	db+LP+RP
During Standing Tackle...	
Black Strangle	RP, LP, LP, LK, RK, LP+RP

10-HIT COMBO

1. LP, RP, LK, RP, LP, RP, LP, RK, RP, LP
2. LP, RP, LK, LP, RK, RP, LP, RK, RP, LP

YOSHIMITSU

TECHNIQUES

Punch-Kick Combo	LP, LK
P-lowkick Combo	LP, D+LK
Lightning Kick(s)	LK, (RK)
Jumping Knee	f, f+RK
Flipping Stomp	uf+LK+RK
Teleport	B+LK+RK (1-6 times)
Sit Down	D+LK+RK
Kangaroo Kick	RK, LK
Helicopter Stomp	UF+LP+RP, D
Unblockable Shoulder Cut	db+LP
Unblockable Charging Shoulder Cut	db+LP, N,DB,LP
Unblockable Sword Thrust	b, b+LP
Unblockable Samurai Cutter	D, db, b+LP
Spinning Hilt Strikes	B+LP (1-6 times)
Spinning Leg Strikes	DB+LK (1-5 times)
Falling Tree Kick	f+RK (during leg strikes 1-4)
Spinning Fist Strikes	DB+RP
Spinning Sweep	D, df+LK
Saw Blade	b, b+LP, LP
High Kicks	RK, RK, RK
Backfist	F+RP (spins opponent)
Fake Suicide	f, f+LP+RK, N
Turning Suicide	f, f+LP+RK
Standing Suicide	D+LP+RK
Spiral Launch	f, f+LK+RK
During Spiral Launch...	
Spiral Dive	LP+RP
During Spiral Dive...	
Kangaroo Kick	LK+RK

THROWS

Flying Body Press	LP+LK
Jawcrusher	RP+RK
MX Missile	d, db, b+LP+RP

10-HIT COMBO

1. LP, RP, LP, RK, RK, RK, LP, LP, LP, LP
2. LP, RP, LP, RK, RP, RP, RP, RK, LP, LP
3. RK, RK, RP, RP, RK, RK, LP, LP, LP, LP

BRUCE IRVIN

TECHNIQUES

Jumping Punch	LP+RP
Lunging Front Kick	f, f+RK
Sidestep Elbow	F+LP+RP
Triple Elbows	F+LP, RP, LP
Triple Knees	B+RK, LK, RK
1-2 High Kick	LP, RP, F+RK
1-2 Low Kick	LP, RP, D+RK
Front Kick	B+LK
Front Kick, Knee	B+LK, RK
Roll	b, b, LK+RK
Unblockable Dashing Hook	b+LP+RP+LK
Mega Roundhouse	f, F+LK
Sidewinder	B+LP+RK







Puncing Elbow	f, f+LP+RP
Spinning Back, Roundhouse	LK, LK
Double Breaker	df+LP, RP
Sniper Combo	b+RK, LK, RK
Lunging Mid Kick	df+LK+RK
Cyclone Move	df+LK
During Cyclone Move...	
Tornado Upper	LP

THROWS

Soft Knee	RP+RK
Hard Knee	LP+LK
Forward Knee Kick	d, df, F+LP+RP+RK
During Forward Knee Kick...	
Low Left Knee	LK, LP+RP+LK
Head Throw	LP+RP, LP+RP, LP+RP, LP+RP
During Low Left Knee...	
Turning Knee Kick	LP, LK, LP+RP+RK
During Turning Knee Kick...	
Flying Knee Kick	RP, RK, LP, LP+RP+RK

ARMOR KING

TECHNIQUES

Satellite Drop Kick	f, f, f, LK+RK
King Kick	f, f, RK
1-2 Punch	LP, RP
1-2, Upper	LP, RP, LP
Dynamite Upper	D, df+RP
Explode	f, f+LK+RK
Straight Kick	f, f, RK
Knuckle Bomb	uf+LP+RP (hold D for more power)
Shoulder Strike	f+LP+RK
Shin Kicks	D, DF+RK, RK, RK, RK, RK
Elbow Drop	(while jumping) RP+RK
Grand Smash	f, f, N+RP
Flying Chop	f, f, LP+RP
Knee Drop	u+LK+RK
Frankensteiner	df+LK+RK
Black Smasher	f, N, d, df+RP
Dark Smasher	f, N, d, df+LP
Arrow Straight	b+LP+RK

THROWS

Brain Buster	RP+RK
Coconut Crush	LP+LK
Tombstone Piledriver	db, F+LP+RP
Jaguar Driver	d, df, f+LP
DDT	db, db+LP+RP
Giant Swing	f, b, d, f+LP

10-HIT COMBO

1. LP, RP, LP, LP, RP, RK, RK, RK, LP, LK

BAEK DOO SAN

TECHNIQUES

Backfist	f+RP
Butterfly Kicks	LK, LK, LK, RK
Butterfly Needle	LK, LK, LK, d+RK
Hammer Heel	f, f+RK
Black Widow Combo	LK, LK, RK, RK
Albatross	Crouch, release, then press RK, RK, LK
Baek's Rush	D+RK, LK, LK, LK
Wing Blade	f, d, DF+LK
Hunting Hawk	uf+LK, RK, LK
Axe Kick	f, f+LK
Triple Threat	F+RK, RK, LK
Super Axe Kick	db+LK+RK
3 Leg Kicks	D+LK, LK, LK
2 Leg Kicks, Lowkick or High Kick	D+LK, LK, (D+LK or N+LK)
Flamingo	b, b+LK
During Flamingo...	
Sidestep	B
Heel Kick	b+LK
Flamingo Hurricane	LK, RK, RK, RK, LK

THROWS

Rolling Throw	LP+LK
Rolling Smash	f+RP+RK or f, f+RP
Swordfish Throw	db+LP+LK
Another Rolling Throw	RP+RK

10-HIT COMBO

1. RK, LK, LK, RK, LK, LK, RK, LK, RK, LK
2. RK, LK, RK, LK, LK, LK, LK, LK, RK, LK
3. RK, LK, LK, RK, LK, LK, LK, RK, LK, LK

KUMA

TECHNIQUES

Bear Knuckle	LP+RP
Sit Down	LK+RK
Punch Combo	LP, LP, LP
Bear Heavy Cannon	F+LP, LP, LP
Spring Hammer	(opponent down) d+LP+RP
Double Upper	Crouch, release, then press LP+RP
Double Hammer	D+LP+RP, LP+RP
Hip Press	uf+LK+RK
Upper Lash	df+LP, RP, LP, RP
Megaton Claw	b, d, f+RP
Bear Scissors	f+LP+RP
Mad Swing	D, df+LP, RP, LP, LP
Blood Claws	LP, RP, LP, RP
Charging Claw	b+LP+RP
Salmon Hunt	b, f+RP+LK

THROWS

Bear Hug	RP+RK
Bear Crush	LP+LK
Bite	f+RP+RK

10-HIT COMBO

1. LP, RP, LP, LP, LP, RP, LP, RP, LP, LP+RP, LP+RP

ANNA WILLIAMS

TECHNIQUES

1-2 Punch	LP, RP
Destruction Palm	f, f+LP+RP
Unblockable Hunting Swan	db+LP+RP
Triple Smash	LP, RP, RK
Punch, Kick	RP, RK
Punch, Low Kick	RP, D+RK
Stab	Crouch, release, then press f+LP
Flip Kick	f, f+RK
Small Somersault Kick	D, u+RK
Big Somersault Kick	D, U+RK
Rapid Kicks	df+LK, LK, LK, LK
Hunting Kicks	uf+RK, LK, RK
Rave Kick	D+LP, D+RK
Scissors	d+LP+RP
Bone Cutter	f, f, f, LK
Cross Cuts	b+LP, LP, LP
Counterattack	B+LP+RK or B+RP+LK

THROWS

Toss	RP+RK
Arm Flip	LP+LK
Neck Toss	LP+LK, f
Palm Grip	d, df, f+LP+RP
During Palm Grip...	
Arm Twist	LP+LK, RK, LP+RP
During Arm Twist...	
Arm Hold	LP+RP, RK, LK, LP+RP, LP+RP, LP+RP
Neck Hold	LK, RK, LK, LP+RP
Upside Down Hold	LP, LK, RP, LP
During Upside Down Hold...	
Bar Throw	RP, LK, LP+RP, LK+RK, LP+RP
Back Bar	LK, LP, RK, LP+RP, LP+RP
Throw Hold	RP, LP, LK, RK, LP+RP

10-HIT COMBO

1. LP or df+LP, RP, LP, RP, LK, LK, RP, LP, RP, RK

KUNIMITSU

TECHNIQUES

Stab	db+RP
Slice	b+RP

Punch, Kick	RP, LK
Punch, Low Kick	RP, D+LK
Triple Kicks	RK, RK, RK
Spinning Wheel	uf+LK+RK
Dew Kick	D, df+LK
Storm Attack	f, f, RK
Dash Attack	f, f, RP
Lightning Kicks	LK, RK
Spinning Hilt	B+LP (1-6 times)
Spinning Kicks	DB+LK (1-5 times)
During Spinning Kicks...	
Tree Felling Kick	f+RK

THROWS

Double Break	RP+RK
Rain Drop	LP+LK
Back Throw	db+LP+LK
Heat Wave	f, f, LK+RK
During Heat Wave...	
Grass Slice	LP+RP

10-HIT COMBO

1. LP, RP, LP, RK, RK, RK, LP, RP, LK, RP

LEE CHAO LAN

TECHNIQUES

1-2 Punch	LP, RP
Stepping Kick	df+LK
Spinning Kicks	RK, LK, RK
Rave War Combo	F+RP, RP, RP
Low Somersault Kick	D, u+RK
High Somersault Kick	D, U+RK
Somersault Fall	D, u+LK+RK
Left Jabs	LP, LP, LP, LP, LP
Knuckle Combo	RP, RP
Triple High Kicks	LK, LK, LK
Unblockable Charging Fang	db+LP+RP (u, u to cancel)
Slide Trip	f, f, N+LK+RK
Slide Kick	D, df, df+LK
Slam	RK, u+LK
Cyclone	D+LK+RK
Shoulder Drop	f, f, LK
Backflip	b, b, N+LK+RK
Blaze Kick	D, db+RK
Infinity Kicks	Crouch, release, then press LK, LK, D+LK, LK
During Infinity Kicks...	
Infinite High Kicks	U+LK (repeat)
Infinite Low Kicks	D+LK (repeat)

THROWS

Chastisement Punch	RP+RK
Neck Snap	LP+LK
Knee Dive	f, f, LK+RK

10-HIT COMBO

1. df+LP, RP, RP, LP, LK, LK, LK, RK, LK, RK

PROTOTYPE JACK

TECHNIQUES

Jack Hammer	LP, LP, LP
Overhead Hammer	LP+RP
Hammer	Crouch, release, then press LP+RP
Double Hammer	D+LP+RP, LP+RP
Spring Hammer	(opponent on floor) D+LP+RP
Knuckle Upper	DF+LP, RP, LP, RP
Megaton Blast	b, d, f+RP
Gigaton Punch	b, d, f+LP (1-5 times)
Megaton Upper	b, d, DF+LP
Dive Bomb	LK+RK, LK+RK, LK+RK
Power Scissors	f+LP+RP
Winding Punches	D, df+LP, RP, LP, LP
Hammer Hits High	D+LP, LP, LP, RP, F+LP
Hammer Hits Low	D+LP, LP, LP, RP, D+LP
Blaster	D+LP, RP
Darkness Cutter	F+RK, LP
Head Slide	F+LK+RK
Hip Press	uf+LK+RK
After Hip Press...	
Fan Hits	LP, RP, LP, RP
Sit Down	D+LK+RK
During Sit Down...	
Leg Swipes	LP, RP, LP, RP

THROWS

Lift and Slam	RP+RK
Hell Press	LP+LK
Megaton Throw	RP+RK, db, d, df+RP
Slap Down	db+RP+LK

10-HIT COMBO

1. d+RP, LP, LP, LP, RP, LP, RP, LP, LP+RP, LP+RP

GANRYU

TECHNIQUES

Triple Punch	LP, LP, LP
Punch, Elbow	F+RP, LP
Double Swing	LP+RP
Knock Over	B+LP+RP
Stomp	d+RK
Running Punches	LP, RP, LP, RP, LP, RP, LP, RP
Spring Hammer	Crouch, release, then hold D+LP+RP
Double Upper	Crouch, release, then press LP+RP
Megaton Thruster	b, d, f+RP
Clash	b, d, f+LP
Scissors	F+LP+RP
Hip Press	uf+LK+RK
Hopping Palm	D+RP, RP, RP (repeat)
Right Upper	D, df+RP
Thunder Slap	df+RP+LK
Shaving Push	D, df+LP, RP, LP, LP
Flip Punch	Crouch, then press D+LP+RP
Sumo Smash High	D+LP, LP, LP, RP, F+LP
Sumo Smash Low	D+LP, LP, LP, RP, D+LP

THROWS

Hip Throw	RP+RK
Sumo Hold	LP+LK
Sumo Slap	f, f, RP+LK
Overhead Throw	RP+RK, f

WANG JINREY

TECHNIQUES

Thigh Hit	df+LK
Triple Punch Combo	LP, LP, LP
High Arrow	b, b, LP
Collapsing Fist	d, df, f+RP
Double Palm	f, f, LP+RP
Double Stab	DF+LP+RP
Catch Beat	(crouching) D+RK, LP
Sway Step	(while jumping) LK+RK
Left Moon	df, df, RP+RK
Fast Thigh Beat	RK, RK, RK
Rolling Stone	B+LP+LK+RK
Unblockable Charge Fist	B+LP+RP
Counterattack	B+LP+LK or B+RP+RK
Cut Down	Crouch, release, then press RP
During Cut Down...	
Double Cut Down	LP, LP
Knock Down	DF+RP
During Knock Down...	
Big Knock Down	LP

THROWS

Take Down	RP+RK
Neck Throw	LP+LK

10-HIT COMBO

1. RP, LP, LP, RP, LK, LK, LK, RK, RK, LP

KAZUYA

TECHNIQUES

1-2, Straight Combo	LP, LP, RP
1-2, Backfist	LP, RP, RP
Forward Flip	RK, LK
Lightning Uppercut	f, N, d, df+RP
Dragon Punch (Side Kick)	f, N, d, df+LP (LK)
Jumping Side Kick	f, f, f, LK
Double Uppercuts	df+LP, RP
Two Spinning Sweeps	f, N, d, DF+RK, RK
Charging Spinning Dragon Punch	B+LP+RK
Jump Kick, Low Sweeps	uf+RK, RK, RK, RK
Double Overhead Kick	df+RK, RK

THROWS

Shoulder Toss	RP+RK
Double Face Kick	LP+LK
Headbutt	f, F+LP+RP

10-HIT COMBOS

1. f, F+RP, LP, RP, RP, LK, RK, RK, LP, RP, LP
2. f, F+RP, LP, RP, RP, LK, RK, RK, LK RP, LP
3. f, F+RP, LP, RK, RK, RP, RK, LK, RP, LP

ROGER/ALEX

TECHNIQUES

4 Punches, Power Punchf,	F+LP, RP, LP, RP, LP
Unblockable Wind-up Punch	B+LP
Quick Rabbit Punch	f, N+LP
Crawling Floor Kicks	db+RK, LK, RK, LK, RK
During Crawling Floor Kicks...	
Backwards Roll	B
Floor Kick, Side Floor Kick	db+RK, LP
Double Drop Kick	b+LK+RK
Dragon Punch	f, N, d, df+LP
Turn	db+LK
1-2, Upper	LP, RP, LP
Dropkick	LK+RK
Spinning Dropkick	f, f, f, LK+RK
Straight Face Kick	f, f, RK
Shin Kicks	d+LK+RK, RK, RK
Jumping Dive	f, f, LP+RP
Frankenteiner	df+LK+RK

THROWS

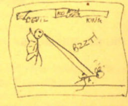
Brain Buster	RP+RK
Headbutt	LP+LK
DDT	db, DB+LP+RP
Piledriver	db, F+LP+RP

DEVIL/ANGEL

Devil and Angel are identical to Kazuya, except for the fact that they can also perform these two laser attacks.

TECHNIQUES

Standing Laser	LP+RP
Jumping Laser	LK+RK





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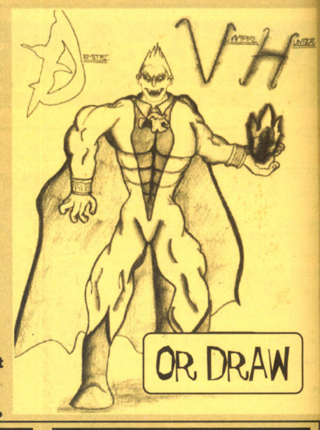
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